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THE JOLLY BOOK OF PLAYCRAFT

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THE JOLLY BOOK OF BOXCRAFT

A DELIGHTFUL PLAYTIME BOOK

By PATTEN BEARD

With Frontispiece in Colour and many
Photographic Reproductions
and Diagrams







Fr. Eleanor, Marjorie, Mark, and Wesley playing Simple Simon's Fishing Game

THE JOLLY BOOK OF PLAYCRAFT

By

PATTEN BEARD

AUTHOR OF "THE JOLLY BOOK OF BOXCRAFT"
"THE JOLLY BOOK OF FUNCRAFT" ETC.

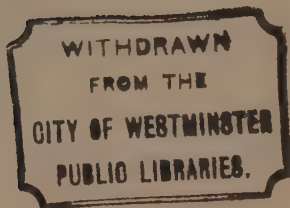
*With Fifty-nine Illustrations arranged by the Author
and photographed by G. S. NORTH and
Twenty-nine Diagrams*



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THIS BOOK
IS DEDICATED TO
ALL LITTLE CHILDREN
HOPING THAT IT MAY BE TO THEM AN
'OPEN SESAME' TO TREASURES OF
LAUGHTER AND FUN AND
HAPPINESS

*Go, Little Book of Magic Play—
And Busy 'Work' beside—
Give to the children happiness:
Go to them far and wide!
And, if an echo of their laugh
A surplus joy should hold,
Let this be guarded in thy leaves
To be some fun retold!*

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Introduction

ALADDIN found a little lamp, so worthless and so small,
That, first, he scarcely valued it as anything at all !—
But when he saw what magic lay in this small common thing,
He wished for all the opulence its genie slave might bring :
A palace like the Sultan's came, its workmanship most rare,
Adorned with gold and costly gems most radiantly fair !—
I'd like to own that sort of lamp ! (Maybe that you would too !)
Yet there are many other things as *magic*, if you knew !
(Treasures may be quite little things that you perhaps have found
And anyone may gather up, if they are seen around !)
Just reels and boxes large and small—your search need not go
far—

And buttons are most magical ! Oh, yes, they really are !
No genie like Aladdin's slave their summons will obey,
But joyous fairy sprites will come called Happy Thoughts and
Play :

And when a joyous Happy Thought will answer to your need,
Your home becomes a palace fair, a splendid one indeed !
Aladdin's cave of riches was but little to Play's store—
For Play's treasure-hoard is endless ! There's always more and
more !

Herein is golden laughter, jewelled fun also, and mirth,
And what more precious could be found in all this wide round
earth ?

Play's secrets are all known to me, so turn the page and see
What wonders you can work when you have got the magic key.

LIST OF MATERIALS WHICH MAY BE USED IN PLAYCRAFT

Cardboard boxes and box lids of all kinds.

All kinds of buttons.

All kinds of reels.

Small 'penny toys.'

Pebbles.

Twigs.

Pins.

Old calendar pads.

Time-table maps.

Illustrated catalogues.

Small metal rings.

Fasteners or shanks that have round prongs.

LIST OF TOOLS USED IN MAKING PLAYCRAFT GAMES

A ruler.

A pencil.

A pair of scissors.

A box of coloured crayons.

The Jolly Book of Playcraft

About Finding a Magic Treasure and Starting a Treasure-hoard

DO you believe that there's a Pot of Gold at the end of every rainbow? I do. I know there is, because, once upon a time, I found *more* than a pot of gold, I think. It was something quite as wonderful in its way as Aladdin's Lamp! That, you know, seemed worthless till Aladdin found out its secret magic. It was just so with my treasure. At first sight, it seemed simply an ordinary cardboard box, but I found out that if I did certain things to it, I could turn it into almost any sort of plaything that I wished. As for games, there is no end to those that you can make with cardboard boxes! You shall hear all about the magic, for, I dare say, you would be glad to know how to change an ordinary cardboard box into a game. It is perfectly simple. You need only follow directions. Anybody can do it.

I found out about it almost by chance. It was a drizzly, dull day. In the afternoon, the sun peeped for an instant through the clouds, and as I glanced

The Jolly Book of Playcraft

out of the window I saw a rainbow! Of course, everybody thinks of the Pot of Gold when they see *that*, and as I looked, it seemed to me that the other end of the rainbow must be at the other side of our house somewhere near our front door. (I had to go down the stairs—it would have been quicker to slide down the banisters, but I remembered that one oughtn't to and I just didn't.) When I opened the front door and looked out, the rainbow had vanished and it was raining hard. Yet, I was almost certain that the end of that rainbow *must* have come close to where I was standing, and I began to look about for a treasure.

The first thing I saw was a cardboard box lying upon the hall table. Really, I never had seen it there before!

While I stood looking at it in a surprised way, I heard a little chuckle and a fairy peeped from behind it.

"Here's a rainbow treasure," the fairy said. "It's worth more than a pot of gold!"

I picked up the box and looked at it, while the fairy watched me. Then two other fairies came flying and lit like little birds upon my shoulders.

"We're Happy Thought, Nimblefingers, and Play," they laughed. "Look at your treasure! It's magic!"

The box wasn't a bit heavy. There were no golden ducats or other gold pieces in it! It was simply a cardboard box containing some buttons and reels

Finding a Magic Treasure

—and there were one or two crayons. I didn't think it was worth more than a pot of gold. But I believe in fairies, and when a fairy tells me that a thing *is* magic, I know it is! So I said: "Well, Happy Thought, Nimblefingers, and Play, I believe you! Tell me the secret that makes this everyday thing so valuable!"

"Why, it can transform dull days and make them bright and happy ones," they cried in chorus. "It is as full of magic as Cinderella's Pumpkin that could be turned into a golden coach or Aladdin's Lamp that could bring the owner any happiness he chose!"

Well! THINK of finding a treasure like that! Why, indeed it was worth more than a pot of gold!

Perhaps I was a little dazed at the wonder of it, for, at first, I could think of nothing to wish for, though I knew there must be at least a hundred and eleven things I wanted very badly indeed. I remembered that when I had seen the rainbow's dim appearance in the sky, I had been wishing that I had something new to play with and I had wanted a new game very, very much. It would have been Something-To-Do-That-Was-Fun.

"I want a GAME," I decided. "Can I make a magic with the treasure and have a GAME?"

Happy Thought nodded.

"It's very simple," said he. "What kind of a game do you want?"

The Jolly Book of Playcraft

By this I had had time to think and I began to know that I didn't want one game only ; I wanted two, and three, and four, and five, and six, and eight, and eleven, and nineteen, and twenty-six, and forty, and fifty, and fifty-four ! More still !

"Well," smiled Happy Thought, "suppose we make one first ! Then, we'll help you start a real treasure-hoard and tell you how to make the magic."

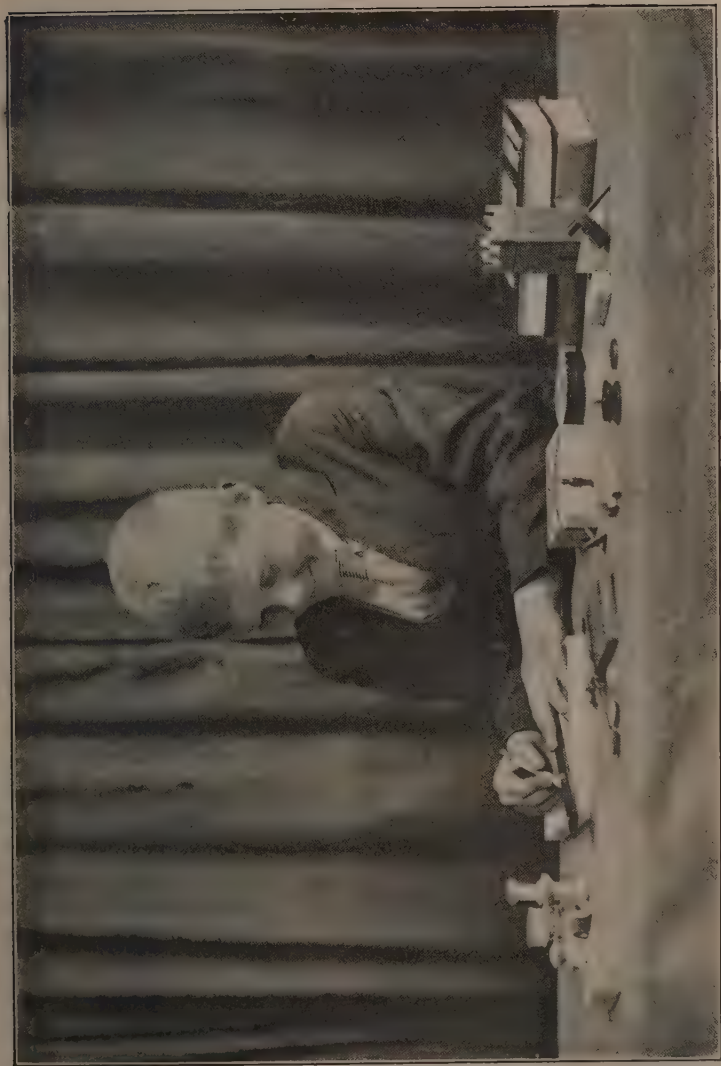
So I sat down on the stairs straightway. Happy Thought told me to turn the box over on its lid so that I could draw upon it. Nimblefingers showed me where to draw with the crayons. Play danced up and down, and before I'd half finished making the magic that would turn the treasure into a GAME, she was already counting out to see who would start first when we were ready to play.

And there it was, all changed into a game in a twinkling ! We played it with reels and our counter was a button.

Such a good time we had ! I didn't even know that the rain was beating down outside the front door ! The day wasn't dull any longer ! There was such a splendid lot to do and such laughter, and fun, and happiness that everything seemed sunny.

When we'd played, and played, and *played*, we thought we'd see what sort of magic another card-board box might have, so we decided to HUNT FOR MORE TREASURE, now that we knew what real treasure of a magic kind looked like.

How jolly ! I went upstairs four steps at a time,



Stanley making a Game out of an Everyday Cardboard Box



Finding a Magic Treasure

and at the top I found Nimblefingers, Happy Thought, and Play, who had reached the landing before I did—having slid *up* the banisters—which is a perfectly proper thing to do, if you are a fairy!

We started to hunt for boxes. Happy Thought explained that nothing could really be treasure when it had a rightful owner. Boxes that have things in them or belong to other persons don't count. But, my word! What a lot of boxes we found: letter-paper boxes, boot-boxes, collar-boxes, chocolate-boxes, book-boxes, toy-boxes, blouse-boxes, suit-boxes, pill-boxes, hat-boxes—boxes, *boxes*, BOXES! More! *More!* MORE! Happy Thought found them everywhere, for every one seemed to cast them aside as worthless, when what they had contained was once taken out and put away. Nimblefingers simply danced about picking up new treasures. Why, in no time at all, there was a treasure-hoard! When one knows how easy it is to find a treasure-hoard, nobody will ever again think cardboard boxes useless! Think of the laughter, and fun, and happiness that is in them even though they seem to you empty! The fairies never measure things in terms of money value—oh no. *They* measure things for the happiness and play that they are worth.

We found reels and buttons too. They could be used for men to play the games! And I had a few little toys that I had bought, one at a time, with very great thought and careful expenditure. These,

The Jolly Book of Playcraft

of my own suggestion, I added to the treasure-hoard as Happy Thought approved.

We packed all the buttons, reels, toys, and little boxes into the largest big box we had. They fitted nicely when placed one within the other, and they took up much less room. They took up so little space—buttons and reels went inside the smallest boxes with the toys—that I couldn't help smiling. It did so remind me of the genii who lived in a bottle! (But, you see, *that* shows how magic the boxes are!)

We made ever and ever so many games with the treasure-hoard. The fairies said that the children ought all to know how to make the same sort of magic play. They showed me all the games I had wished for, and I promised to tell the secret of everyday magic so that everybody who wished might have a treasure-hoard that was worth more than a pot of gold in value of fun and happiness and laughter.

So in this book, you will find the games that the fairies made with my boxes. I dare say, in your own home, you will find the very same kind. So many things come packed in boxes nowadays. One doesn't even have to wish for boxes. In ninety-nine cases out of a hundred, they are to be had just for the asking! Peggy, and Jane, Maud, Amelia, Cecile, Hilda, Mabel, Marion, Janet, Nina, Prue, Nancy, Pamela, and Ellen have them. If any one of these happens to be a sister of yours, ask her to save the boxes she throws away and give them to you for your collection of treasures. AND, if you shouldn't

Finding a Magic Treasure

happen to have an elder sister, tell Tom, or Jack, or James, or George, or Ted, or Ben, or Edward, or Guy, or Hubert, or Jeremiah Felix, or Henry Ferdinand, or Paul, or Robert, or David—if they are any of them your elder brothers. They'll save boxes for you—oh yes, they will! And probably they'll be so much interested that they'll want to help make the games, for surely they'll **PLAY** with you when the magic is made! Yes, they will!

As long as there are cardboard boxes, just so long will there be fun! There are many more games than I have been able to tell about in this book. Almost every time that I add a new box to my treasure-hoard, Happy Thought tells me of something quite new and different! I hope when you start your treasure-hoard and when Happy Thought comes to play with you, you'll let her tell *you* about new games that aren't in this book! Why, if you'll listen, she'll do it sure as sure! It may be more difficult than to make the games that are invented for you already, yet it might be fun for you to try to make up games sometimes, don't you think so?

There was one thing the fairies were especially anxious I should mention.

"Tell the little children who have snuffly colds, and sore throats about the laughter, and fun, and happiness that is in a magic treasure-hoard of cardboard boxes, reels, and buttons," Play insisted. "Be sure and don't forget now! Tell them if they have to lie in bed and eat toast, **GAMES** help to pass the time

The Jolly Book of Playcraft

splendidly. If there isn't anybody but the nurse to play with—she's always very nice, isn't she? She'll play with you—and if she can't because she's busy, there will be Somebody who will. But if there is nobody, why, you can play with your right hand and your left hand and see which is the cleverest to win!"

"It's rather nice to think one need never be lonely, even if one is ill," I added. "There's always Happy Thought, Nimblefingers, and Play! I think it is simply splendid! Of course, if the sick kiddies have catchy things, the boxes can be burned afterward, and one won't be very sorry, because one can always make a new game with a new box, as Aladdin claimed his palace that went off to Africa somewhere. He had but to find the Lamp and rub it and wish for the palace again. So, when the box is burned, a box is easily found and there is the game again!"

Start your treasure-hoard! See for yourself the magic that lies in cardboard boxes, reels, and buttons! How busy Happy Thought, Nimblefingers, and Play will be! And what shouts of laughter and fun and happiness!

Here in this book are the games the fairies told me about on the dull day that we turned into a bright and happy one. If you look at the picture of my treasure-hoard, you will find the very box that started all the fun! I shall not tell you *which* one it is, for all cardboard boxes are of equal value as treasures and I have no doubt that the end of the rainbow is at your own front door just as it was at mine. If you look, I

Finding a Magic Treasure

am sure that you will find more than a pot of gold is worth in fun and laughter and happiness.

If you would know the fairies, they'll come to you at call—
And you won't need a magic wand to summon them at all!—
They'll tell you happy secrets! You'll have a jolly day,
If you will to the fairies call: "Come, Happy Thoughts and
Play!"

Oh, they'll tell you splendid things that are most magic too—
How to make toys, and games, and things that are great fun
to do!—

Fairies weigh all little things in scales of laughter's gold
And value them in happiness for pleasures that they hold.

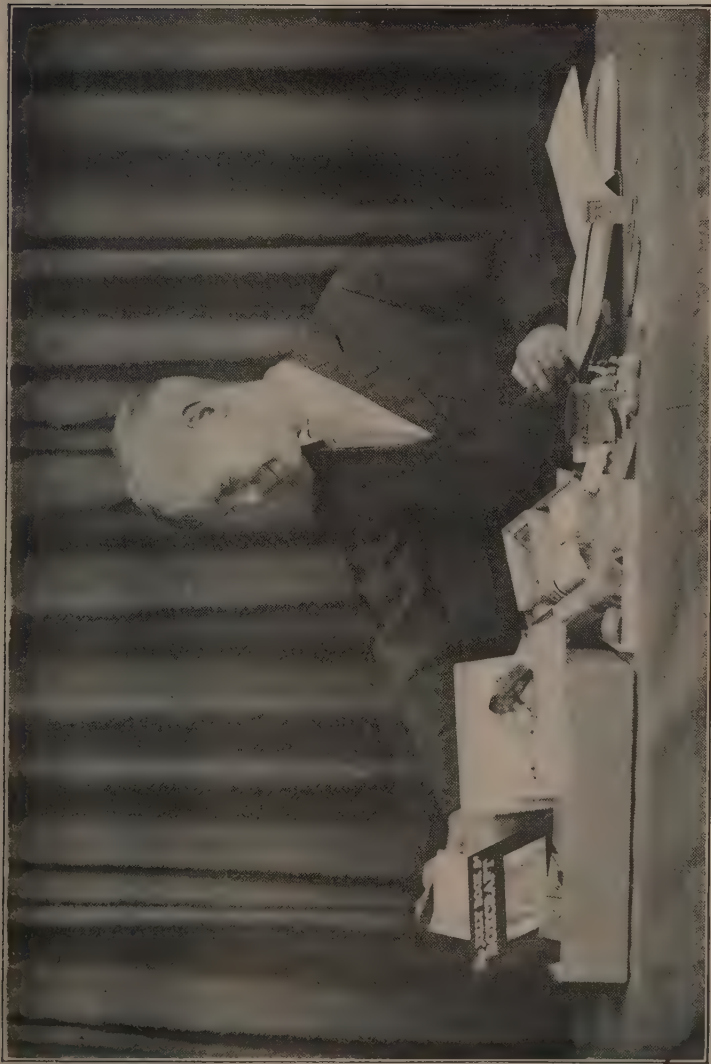
About Making Games with Treasure-hoards

MATERIAL—*A large flat box to make a game-board, a small square box or a small round box for a counter, some buttons to use for men. (A few round wire shanks may be required to help make the counters that have a revolving indicator-hand, for which a wire shank is the pivot)*

WHEN you have started your treasure-hoard of boxes, reels, and buttons, you may make any game you find in this book. In most cases, you can adapt the shape of the game to a similar-shaped box, even if not identical in size to the one you see in the picture.

It is well to have a small assortment of crayons with which to colour the games. It is always possible to turn a box over and draw upon the bottom that is free from printed matter, if the lid is printed upon. In colouring, make even strokes with your crayon and always let your lines go in the same direction of stroke, if the work is to look its best.

Be resourceful enough to conquer the small difficulties of dividing your box into even squares when such are needed! You may have to think how to do



A Treasure-hoard of Cardboard Boxes, Reels, Buttons, and Crayons



Games with Treasure-hoards

it sometimes, but if you think long enough, you'll soon see that the difficulty is very easily solved, after all. A strip of paper does better than a ruler to measure widths and lengths. It may be folded, the creases in the folding showing where proper divisions should come.

You are now ready to make a game-board. It is well to draw it in pencil first very lightly. Then, when this is done, finish the outlines with black crayon and fill in with coloured crayon where the directions tell you to fill in.

If you have a lid to your box, you may keep the men and the counter inside, in most instances. One or two counters will be all you need. A counter is not easily broken, and one should therefore serve for many games.

A counter may be made from some small square box. It should be about three or four inches across its top. Square peppermint boxes such as chemists sell are strong and well adapted for this. Round boxes about three or four inches in diameter are useful for the same purpose. In making the counter, turn the box over and draw upon its bottom. Divide its surface into sections and number these. Sections may be numbered in two ways: you may cut numbers from large calendars and paste these flat upon sections or you may number clearly with crayon. Always use black crayon for numbering.

The indicator-hand that spins on the large counters is cut from heavy cardboard. It should be about a

The Jolly Book of Playcraft

quarter of an inch wide and about a quarter of an inch shorter than half the width of the box you use.

To fasten the indicator-hand to the counter, you will need a round wire shank. It may be that your father has one. They are used for various things. Its sides must be round instead of flat like the ordinary brass paper-fastener, for it must make a round hole when pressed through the cardboard indicator-hand and fastened down inside the box. If the shank has not round sides, it cannot act as pivot.

These shanks may be purchased for a small sum at any good stationer's. Department stores always stock them.

In fastening the indicator-hand always see that it is loose enough to revolve easily. It is snapped and allowed to turn on its round shank as pivot till it stops of itself. The numbered section that its point rests upon is the player's count.

Sections of the box counter may be coloured with crayons, if you like. When you do this, use contrasting colours and use light ones in preference to dark ones. Number the sections *after* colouring them, never before.

The men used in playing these games may be made after the directions which will be given, or, if you like ordinary buttons of different shades, these may be used in place of men referred to in the text. Flat bone buttons hop best, I have found. You can always test buttons before play by snapping their

Games with Treasure-hoards

rims with the pressure of a larger button. They hop best on a rug, carpet, or covered table.

Button moulds make excellent men, and they are very cheap. They are made in various sizes, but those a quarter-inch and a half-inch in diameter are best for use in games. Keep them in a small box and colour them as you may need them. They take crayon well.

The only tools you will need are scissors, crayons, ruler. In one or two cases a little paste is called for; this is quickly obtained by pouring boiling water on a mixture of starch and flour. Use about two teaspoonfuls of water and a half teaspoonful of starch and flour. A tube of seccotine will answer the purpose, if you have it.

Where you wish to use little doll figures for men, these will need stands. These may be made from plasticine and clay, or modelling wax moulded while warm.

If you can draw, figures may be outlined upon cardboard, cut out, and mounted upon plasticine stands. In other cases, when you prefer, china figures or Noah's Ark men and animals will do.

When the games are short, they may be played in rounds. It is always safer to keep scores with pencil and paper. Then, if doubt arises, the score, marked in black and white, may be referred to. It is possible to make a mistake if one has to remember the score.

It is always more fair to count out for order of play.

The Jolly Book of Playcraft

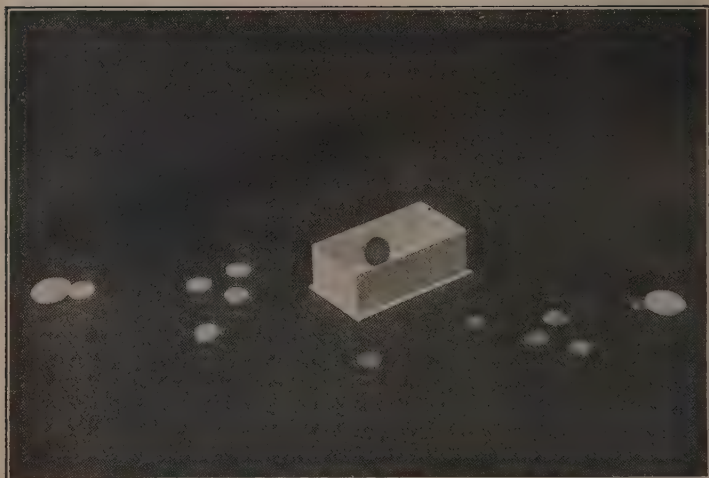
The jingles at close of chapters may be used for this, if you like.

AND remember that you are playing the games, as well as making them, for the sake of the fun and happiness they will give you. Play fair always. Sometimes the indicator may stop upon the division mark and there may be a question as to the result. In such cases spin the indicator a second time.

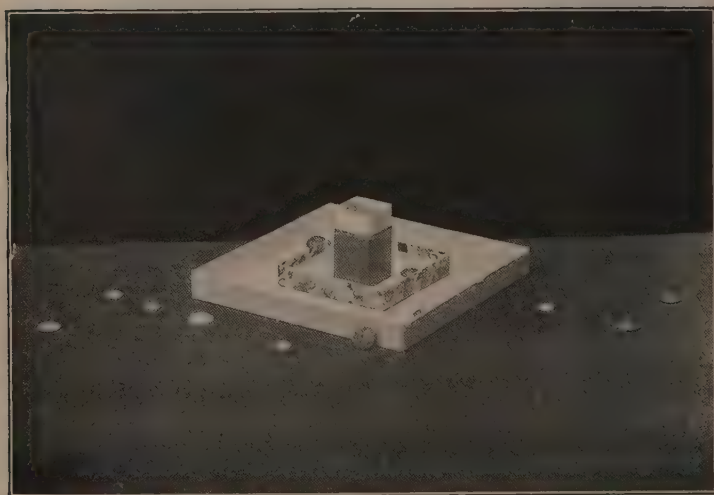
Be a good winner—but learn to be a good loser too. Play your best. Take what comes, good luck or bad—and **BE PLUCKY!**

A game will make a dark day bright
And help dull hours to take their flight—
A game will make your days more glad,
And drive away dull thoughts and sad:
Work first, then after comes the fun
Of playing when the work's well done!





Button Tiddley, a Game made with a small Box and played by snapping Buttons



Triple Tiddley, a Game with three small Boxes and Buttons

The Game of Button Tiddley

MATERIAL—*An empty visiting-card box, five flat white buttons about half an inch in diameter, five flat dark-coloured buttons about the same size, two larger buttons an inch or more in diameter*

TOOLS—*Only a pair of fingers*

PERHAPS you have played Tiddleywinks. It is really great fun to try to snap the coloured discs into the little glass. Perhaps you do not own a real Tiddley game and, in this case, you may easily make one yourself with a shallow box lid and some buttons.

If you take a small flat button and press its rim hard with the rim of a larger button, the small button will hop up into the air and travel quite a distance. If you try this several times, you will find that small pressure gives small hops and an even, heavy pressure on the little button may cause it to go far. This is the principle of Button Tiddley.

The game is played on the floor or on a table covered with a cloth. Each player must have five buttons and each player's buttons must be different. Two or more may play.

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HOW TO PLAY BUTTON TIDDLEY

Two players may play the game—or more, if buttons can be found.

Each player places his five buttons in a row twelve inches from the open box.

Signal is given to start. All play together. The first to get all five buttons into the box wins.

No player is permitted to touch his button, or that of another, with fingers unless a button falls off a table on to the floor. Then it is to be picked up and placed as nearly as possible where it was before it fell.

Into the little white box they go—
Grasshoppers hop in the clover so!—
Hippety-hoppety! Hoppety-hop!
Gay little buttons, they never will stop
Till Somebody wins in the hoppety game,
And jumpety buttons grow quiet and tame!

The Game of Triple Tiddley

MATERIAL—*Three shallow box lids that fit within each other, or two lids and one small box about three inches in height, three small flat white buttons, three small flat dark buttons, two large buttons. Other buttons are needed when more than two play*

TOOLS—*A pair of hands*

TRIPLE TIDDLEY is a game in which the player who first reaches the score of fourteen wins.

To make the game, three shallow box lids are needed, or the lower half of some deeper little box may be used in place of one of these.

Find three shallow boxes that fit one within the other, or two if only two are needed. Remove lids and set these as the picture of the game shows you. The outer lids should not be more than an inch high; and the small inner box, if this be used, should not be more than three inches high.

Place the game in the centre of a table upon which there is a cloth. The table should be a large one, to allow plenty of space for play.

The Jolly Book of Playcraft

HOW TO PLAY TRIPLE TIDDLEY

Two players may play the game, but three or four may play if different sets of buttons can be found. The buttons of each player must be distinguished easily.

Play is made in turn.

Count out for beginner.

Place three buttons in a row twelve inches from the outer rim.

Press the rim of one small button with the edge of your large button so that the small button hops. If it falls outside the box lids, you do not score. Start your next: if this falls within the first box lid, the count is 1. If it falls within the second, your count is 2. If it falls inside the middle box, the count is 3.

Three buttons are played in succession and left where they lie for one round of play.

When all have played scores are noted on paper.

Buttons are then picked up and sorted and the next round is started in proper order.

The first player to score 14 wins the game.

Play for the sake of the game!

Be kind, and friendly, and fair,

Try your luck when your own turn comes,
If you lose, why, do not care!

And, if another one wins,

Why, give him your hand to shake!—

The Game of Triple Tiddley

For you are after happy play
And the goodwill it will make !

Let none grow sulky or cross
Or say the turn wasn't right—
Both of you had a chance to win
And two *couldn't* win the fight !

Simple Simon's Fishing Game

MATERIAL—*A round bandbox lid—or a square one—some coloured papers, some boot buttons or other buttons that are made with metal shanks, a piece of string, a straight twig, as many pins as there are to be fish-hooks*

TOOLS—*Scissors*

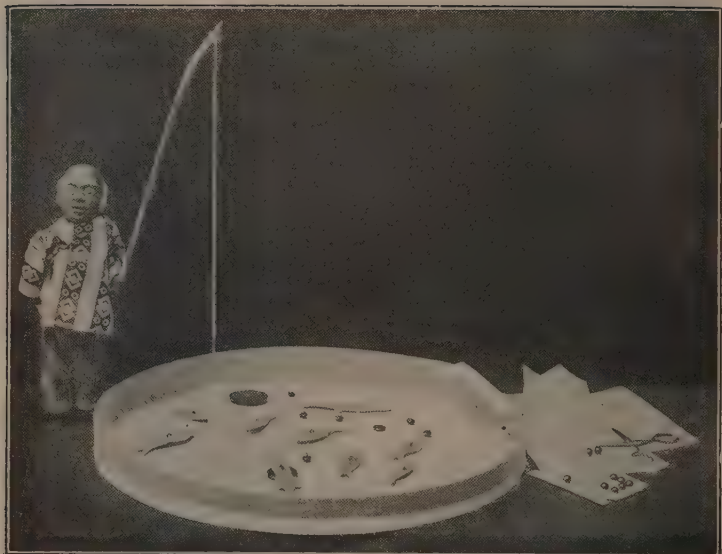
SIMPLE SIMON must have become tired of trying to catch a whale. He never succeeded, you know. That was the reason, no doubt, why he invented a fishing game in which he really *could* catch a whale, even if only a make-believe one. He had no end of fun making his fishing game, and you will have a good time, too, when you make yours.

The pond is simplicity itself. It is only a big box lid turned over so that its rim makes an enclosure for the fish.

The fish—well, *they* are of paper and buttons. The shanks of the buttons are thrust through the paper and should be fished for with a bent pin at the end of a string.

The other end of the string is tied to the end of a stout straight twig that anybody can find. That is all—unless you wish to label each so that you may know *what* sort of fish you have caught!





Simple Simon's Fishing Game, made with Button Fish and a bent Pin for a Hook. The Fish-pond is a round Hat-box Lid



The Game of Mother Goose Golf, made with Pill-boxes

Simple Simon's Fishing Game

If you make paper fish, cut the outline of each in some coloured paper, from two to three inches long. Press the metal shank of a button up through the middle of the paper, so that you can easily catch the fish.

Write on the back of each fish the name of some variety you know. Make five of a kind and be sure to have a WHALE, too! The names should be on the under side of the fish so that nobody will know what fish he is trying to catch. There are no particular rules for the game except FAIR PLAY. Everybody plays at the same time, each with his own rod and fish-hook. The one who gets the most fish wins. The one who hooks the WHALE is Simple Simon, of course! Everybody may angle for the very last fish in the pond; and if anybody quarrels, *that* fish will not count! THAT is according to the rule of Fair Play.

Play Fair! Never let a Sel-Fish be caught upon *your* hook!

Now see how long it takes to catch
A string of button fish—one batch!
A fisherman, as you will see,
Must be a patient man, for he
Must angle, angle all day long.
It does seem really very wrong
When fish *won't* nibble—but yours will,
And you won't need to keep so still:
Your button fish will *always* bite,
If you are fishing for them right!

The Game of Mother Goose Golf

MATERIAL—*Five small round or square pill-boxes, two small buttons that are very flat—one light one and one dark one—two large flat buttons of any colour you wish, about nine ordinary pins*

TOOLS—*Only a pair of fingers*

PERHAPS you know how to play the real game of golf. That is fun—everybody says so! Real golf requires a great deal of skill and you play it out in the lovely country, with very mysterious sticks that make you take very queer attitudes, and with little white balls that are always getting lost; and you have a caddie to look out for the balls and to carry the sticks. No doubt, you know *all* about golf, but you mustn't expect Mother Goose to invent a game so scientific! Mother Goose Golf is just a game of fun—that's all! If you like fun, you can try Mother Goose Golf some rainy day when real golf is quite out of the question.

Perhaps if you have started to save cardboard boxes, you have collected five very small pill-boxes. Take off the lids of these. Then place the

The Game of Mother Goose Golf

boxes and four lids rim upward, on a large table-top like that of the dining-room table. But be sure that there is a cloth on the table.

Next find nine ordinary pins.

Cut nine small pieces of paper shaped like flags—each about a half-inch square. Number each, running from 1 up to 9. Run a pin through each flag and then press the point down at the rim of each little open box. These are the nine holes of the Mother Goose Golf course. Place them about seven inches apart, so that they make the circuit of the table. Place them in order of number.

In real golf, a player tries to hit his ball about the course, making it fall into the holes. He must try to do this in as few strokes of his club as possible. In Mother Goose Golf, the player to finish the circuit of the course first, making the nine holes properly, playing in turn, wins the game.

HOW TO PLAY THE GAME

Two may play. One uses a dark button, the other a light one. More may play, if enough small buttons can be found. To distinguish these from each other sew a different coloured thread through the centre of each.

Start one at a time, at a marked spot seven inches from the first 'hole.'

Count out for beginner.

Play is made in turn.

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To play, press the rim of your small button with the edge of the larger one, so that the small button is made to hop in the desired direction—into the ‘hole’ if possible.

Make the round of the holes in succession.

When a player’s button falls into a hole, he has an extra turn. He takes his button from the hole and places it three inches to the left of that hole to start for the next.

The first to make the succession of nine holes wins.

I made a funny golf course—

I made it! It was fine:

I played it with some buttons

And boxes that were mine!

You really have to use some skill

To get into the holes,

And Arthur beat me every time—

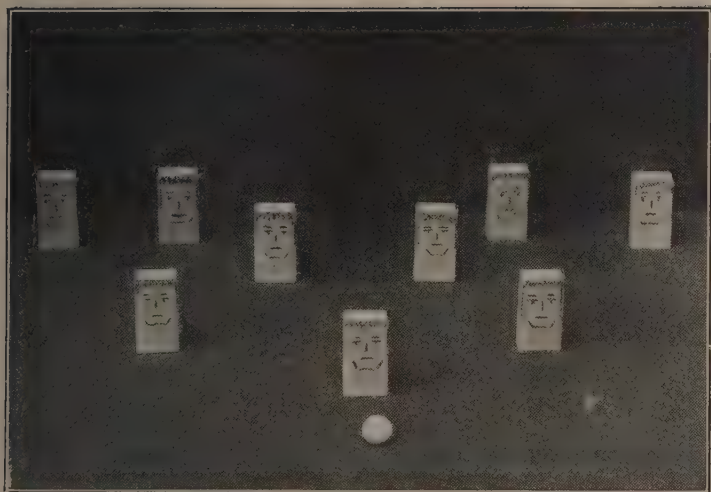
It’s easier to kick goals!

Some day, howe’er, we’ll play again,

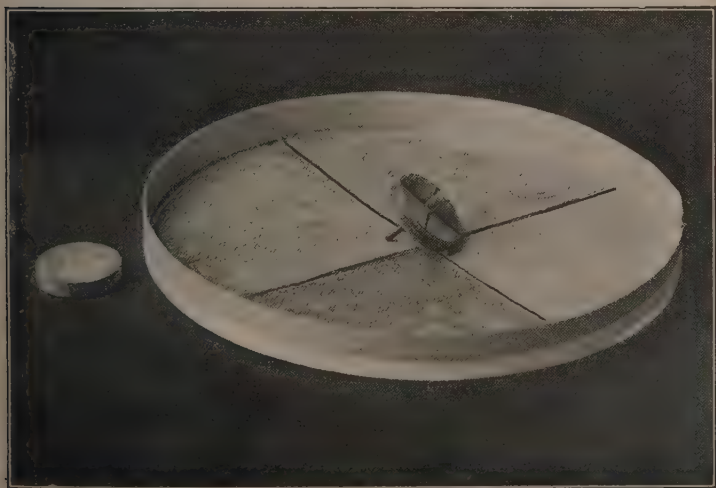
And *I* will win that day;

Because I mean to try and try,

And I just love to play!



Box Ninepins, a Game made with small oblong Boxes and played with a Marble



The Game of Spin-the-Top, made from a Hat-box Lid and a Ribbon-roll



The Game of Box Ninepins

MATERIAL—*From five to nine small oblong medicine boxes about two inches long, a marble*

TOOLS—*A crayon*

SURELY, you have played ninepins—but did you ever play it with little boxes? That is a different sort of game! If you can collect some small oblong medicine boxes, the game is easily and quickly made. The boxes do not need to be uniform in size but they should be nearly so. There ought to be at least five of them, and you may use as many as nine or ten.

Turn each over and draw a funny face upon the blank under side.

I make believe my ninepins are Indians and I write the names of Indians over the print on the upper side of the box. It is much more exciting to play the game this way, I think. I have Red Eagle, Standing Rock, Rain-in-the-Face, Blue Dog, Red Horse, Sitting Bull, Big Black Crow, Brave Bear, Big Box Chief—you may name *yours* what you will.

The boxes, named and with faces drawn, should be set on end so that they stand upright. Thus, they make a full tribe of Indians! You may even put

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short chicken feathers on their heads for head-dress. These may be poked down between the outer portion of the little box and its drawer. (If your boxes do not open with a drawer, you cannot do this, and the lids will need to be glued fast.)

The object of the game will be to see who can rout the most Indians. Indians are not easily put to rout and unless you can make your box Indian topple over, you've not got him !

Take a marble and place your Indian tribe on the floor in rows, as you think best, allowing at least three inches between each brave.

Take your distance about six or seven ruler lengths away, and see if you can topple down your Indian !

If you have no marble, use a reel and make the 'shooting distance' a little more than half of this. The reel will roll but it will not go quite as straight as the marble. See which you prefer.

HOW TO PLAY BOX NINEPINS

Count out for beginner.

Place yourself at the proper point designed for start. Roll your marble or reel, trying to make a little box fall over.

If one falls over, you are allowed another turn.

Each time one box falls, no matter how many turns you have had, you are entitled to another shot. No boxes may be set up again till you have finished.

The Game of Box Ninepins

The game is played in rounds. The first to make a score of nine wins.

Five Box Indians stand upon the floor
(If I'd had the boxes, I'd have made some more!).
Every funny Indian bears a famous name :
My marble bowls him over when at him I aim.

The Game of Spin-the-Top

MATERIAL—*A round or square bandbox lid, the lid of a round box—or, better still, a small-sized ribbon-roll of cardboard—about three inches in diameter, and a piece of stout stick three inches long whittled to a blunt point*

TOOLS—*Ruler and coloured crayons*

IT is always fun to spin tops, don't you think so? There are ever so many different kinds of tops. Each one needs to be spun in a different way. There are tops that you whip with a long lash to make them spin; there are tops that you wind up; there are tops that are spun with cord; there are tops that go when you set a spring; there are tops that you twirl with your fingers and let drop. This game is made with a top that you twirl with fingers just so!

The top is the most essential part of the game. Make it first. Find an old ribbon-roll of cardboard, if you can—a roll upon which baby ribbon comes wound. This will be about three inches in diameter. Wet the printed matter and clean it off entirely. Let the cardboard dry thoroughly after this.

When dry, divide the roll into four sections as

The Game of Spin-the-Top

you see it in the picture. Use black crayons for drawing.

Find an end of pencil, or some stout stick about three inches long. Whittle it to a dull point. Press the point through at the centre of the ribbon-roll and see how the top spins. The point of the top must be rather flat to spin well.

Remove the roll from the stick and colour it : make one section red, one yellow, one blue, one green. Yellow and blue are called complementary colours. Red and green are complementary colours also.

Replace the ribbon-roll firmly on the stick again and glue it in position. Set it aside to dry while you make your game-board.

To make the game-board you will need to have either a round or a square hat-box lid. Divide this, just as you divided your ribbon-roll into four equal sections. A vertical line going from side to side and a horizontal line crossing it through the centre of your box will do this. Draw on the inside of the lid so that the rim forms a little fence round the board.

Colour each section of the game-board just as you coloured the top : red, yellow, blue, green.

That's all—now for playing the game !

HOW TO PLAY SPIN-THE-TOP

Players play in turn. Any number may play—two, three, four.

Count out for beginner.

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You play by twirling the top, starting it and keeping its point at the centre of the game-board before letting it spin by itself. Then, let it go. Wait till it stops.

The object of the game is to obtain a count of 4.

The count is obtained when one section of the top rests upon a corresponding colour in the game-board. This counts a player 1.

When two complementary colours come together (for instance if the section of the top coloured yellow rests on a blue part of the game-board), the count is 2. When colours do not correspond or are not complementary, no count is obtained.

The first to make 4 wins.

If there is at any time doubt as to which colour is obtained, twirl the top and try again.

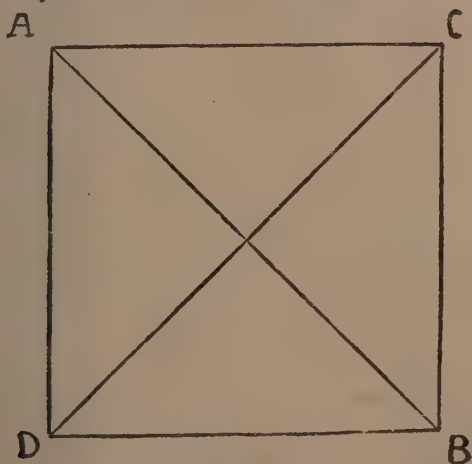
Out of a ribbon-roll I found
I made a top which spun around,
A box-lid on the table laid—
The game was very quickly made.

The History Game

MATERIAL—*A square bandbox lid or the lid of some box equally large and shaped square, one heavy button*

TOOLS—*A coloured crayon, a ruler*

PERHAPS you have thought it difficult to remember historical dates. Here is a game that will be amusing to play and yet will help you to remember them. It is called the History Game and is made on the inside of a



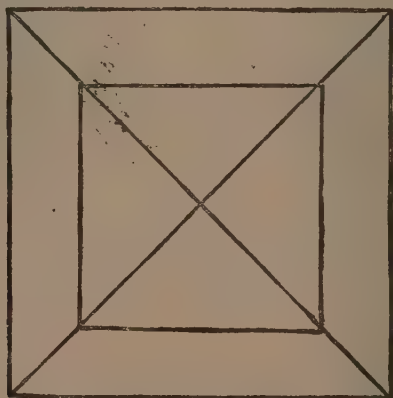
First Diagram

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large square box lid. The object of the game is to obtain the numbers that one may combine to make a historical date. See if you can do it!

Take your large square box lid and turn it rim up: Draw a line from corner to corner as on page 43, *A-B* and *C-D*.

Take your ruler again and with crayon outline a square at the centre of the box lid. Measure four inches down on the line *A-B* at top and at bottom and make a mark there. Do the same with the line *C-D*. Connect all marks by a direct straight line and this gives the square.



Second Diagram

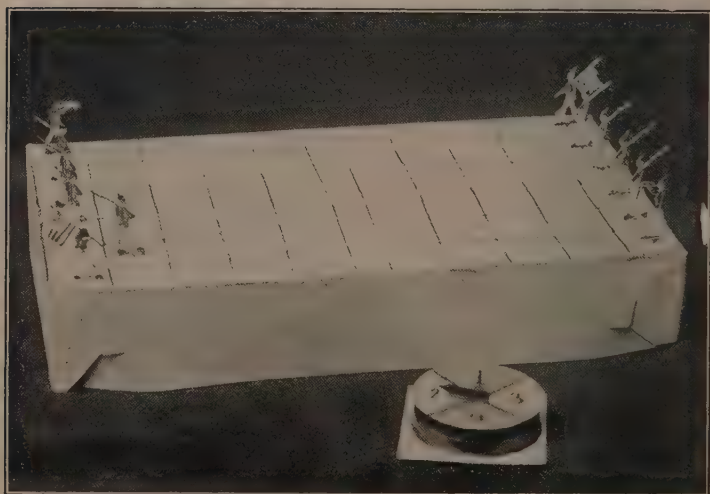
Next, draw a line from the middle of *A-C* to the middle of *D-B*, taking care not to mark inside the square. Do the same with *A-D* and *C-B*.

Now, number the sections of the game-board





The History Game, made inside a large square Box Lid and played with a big Button



The Soldier Game, made on the Bottom of half an oblong Box and played with Tin Soldiers

The History Game

as you see them numbered in the picture. And the game is finished and ready to play !

HOW TO PLAY THE HISTORY GAME

As many as wish may play the History Game.

Each player casts four times in turn.

Count out for order of play.

Stand two feet from the game-board.

Let the game-board lie flat.

Toss the heavy button. Your count is the number where it falls. (Suppose on your first turn, you obtain 4, on the next 2, on the next 1, and on the next 9. What historical date can you make out of these numbers? Why, 1492—the date of the discovery of America !)

It is good fun for each player to start with some special date in mind and try to obtain this. Of course several attempts may be required, and meantime another player may win the game by arriving at a date if you are playing the short game. But if there are more than two players it is best to play the long game. That is, to fix upon two, three, or more dates as the number required for a win. Every player who claims a date must, of course, make a statement of what occurred to make the date he has obtained famous.

In Fourteen Ninety-Two,
Columbus sailed the sea—
And, if he had turn'd back,
WHERE would America be ?

The Soldier Game

MATERIAL—*The lower half of a cardboard box about twenty inches long and twelve inches wide—one shaped like that in the picture—twelve buttons of two different kinds*

For a counter, any round or small square box three inches across its top, a pin or round-shanked paper-fastener to act as pivot for the counter's indicator, and a bit of cardboard from which to cut the straight hand of the indicator

TOOLS—*A ruler and a crayon*

IF you would like to play the Soldier Game with your toys, you must have at least twelve tin soldiers. Any toy shop sells these, and they are quite cheap, so you may easily buy some, if you save pennies. But if you should be so very hard up as not to be able to afford any you can make the Soldier Game and play it with buttons. The one who wins is the one who has the most men on the board after the two armies have had their encounter.

This is how you make the game: for it, you must have an oblong cardboard box—with or without lid. Draw upon the side that has no print.

Divide the length of the box into two large squares with space between them as in the picture.

The Soldier Game

Measure the width of your box with a strip of soft paper. Fold this into three equal parts and fold again. This gives you needed spaces to mark off for play. Measure the distances first at the end of your box. Then make the other lines crossing the first to form squares. If you look at the picture of the Soldier Game, you will see how the game-board should be. Opposite ends of the box should each have thirty squares.

That is all!—all except the counter. You can see that, too, in the picture. It is just a small box turned bottom upward. This is ruled off, with crayon, into four equal sections. The sections are numbered 1, 2, 3, 4.

For the counter, cut an indicator from a strip of good strong cardboard and if you have nothing better than a strong pin or a long tack, use this to form the pivot upon which the counter's indicator should revolve. For this purpose, a round-shanked paper-fastener is better than either pins or tacks, for its shanks may be pressed back inside the little box to make the counter more durable for long play.

HOW TO PLAY THE SOLDIER GAME

Two may play at this game. Each must have six soldiers or six buttons. (Soldiers may be of similar uniform but buttons must be of distinguishing colour.)

Count out for beginner.

Play is made in turn by revolving the indicator on

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the counter and taking the number it stops upon for one's count.

To make a play, move any man you wish forward as many spaces as the counter has given you. If you can take another player's man by resting on the same square with him, you may move to right or left as well as forward in order to accomplish this with your count. But unless you can take a prisoner you cannot move to right or left—only forward and back. Supposing the indicator stops at 3 you may move two squares forward and one to right or left, or one forward and two to right or left, if by so doing your soldier can reach a square occupied by an enemy soldier.

If any man of yours has crossed the division line between camps (the two different sides of the board divided into squares) he may, if he can, turn back into his own territory ; but lead soldiers, when used for men, must always face toward their antagonist's territory, even when going home. It is in this way that players' men may be distinguished one from the other. (With buttons, this does not matter, as colour distinguishes men.)

The one who has most soldiers at the close, wins the game. This player's army has taken most prisoners. (But this is only practice ; it is not a battle. That is why the men are probably the same set from your toy soldier box.)

The Game of the King of France

MATERIAL—*The same as that for the Soldier Game*

THE King of France and ten thousand men all marched up a hill and then marched down again, so Mother Goose says. It sounds as if they had done a very foolish thing but I don't believe it. Probably they had their reasons for marching up that hill. I think the King wanted to test his men, very likely, to see which were the most efficient. So, he divided them into equal numbers and sent one division up one side of the hill and the other up the opposite side. The one division that reached the top of the hill and could get home again first was, surely, the best. Do you think it was so? I do! I made a game of the King of France and his ten thousand men—only I used lead soldiers and had but twelve. I divided these into two divisions, six in each, and I played the game on the board I made for the Soldier Game.

HOW TO PLAY THE KING OF FRANCE GAME

Two may play. Each has a division of the King of France's army to captain.

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Play is made in turn. Count out for beginner.

The beginner spins the counter and may move his men only on an even count—two or four. He may then divide the count between two men and move these forward on the game-board.

Try to keep men in line.

The hill-top is the space in the middle of the game-board. *All* men must be moved upon this and turned about before any can turn back.

The player who can get all his men back to their starting place first wins and the King of France deems this his leading company.

You may play the game in five rounds, and one player must win at least three rounds to achieve the victory.

The doughty King of France
Sent twice five thousand men;
They proudly marched them up a hill
And then marched down again!

Five thousand on each side;
All hurried down with zest;
For those who reached the bottom first
Their King would like the best.

The Game of Boats

MATERIAL—*The lower half of some oblong cardboard box from eighteen to twenty inches long and about twelve inches wide, two small boxes about an inch long—or the two halves of a walnut shell—and some haricot beans. (Possibly some cut-out pictures of ships)*

For counter, a bit of stick and the top of a small square box—a round one not more than an inch or two across its lid will answer as well

TOOLS—*Scissors, crayons—perhaps a very little bit of paste*

YES, it is fun to travel—it is fun to travel over a cardboard sea in a play ship too, and you can have a good time even if you can't be upon a real sea with big waves that are like hills. The cardboard sea *may* be flat but it is exciting, for ever so many things *might* happen there. And so there is a game that you can make about all this.

Take the lower half of some good-sized cardboard box and turn it over. The bottom of the box makes a clear space to draw upon. Take a brown or green crayon, and, at both ends of the box, draw *land* as the maps and geographies represent it—a wiggly outline with a cape enclosing a rounded bay or something like *that*.

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Next, colour the space between the two land ends blue with blue crayon. Do this lightly and with wavy lines to look like waves.

Decide at what spot on the coast you will have your harbour and what the name of the port at the harbour's mouth is to be. You can print it in small letters, if you wish. You will need to have another port at the opposite end of the box also. Name this and write or print its name.

Next, place a series of numbers—from 1 to 15—so that these run across the box as shown in the diagram.

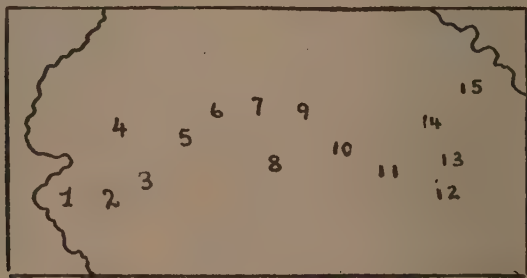
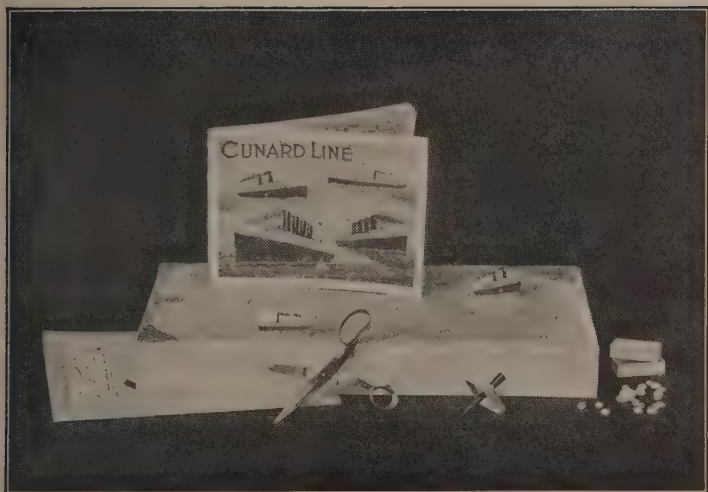


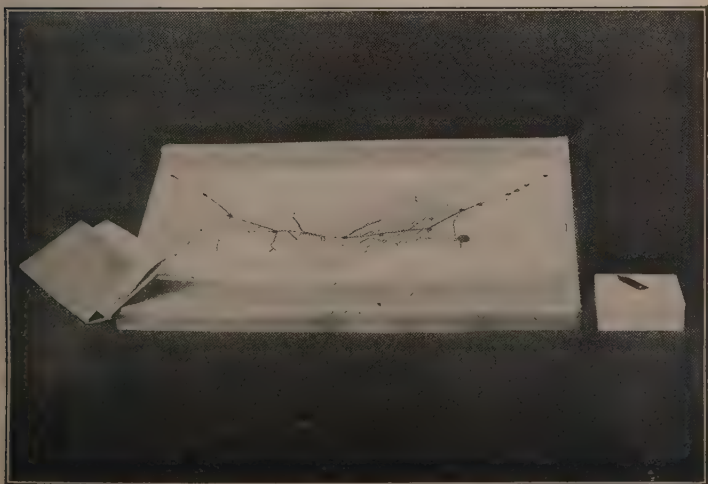
Diagram for the Game of Boats

Place the numbers 4 and 12 out of the course a little way. Place the number 8 also out of the direct route. Numbers 1 and 15 should be at the ports. That is all there is to the game-board.

The counter is made exactly as the top for Spin-the-Top was made, only that it is constructed with the lid of a small box and its four sections are



The Game of Boats, made on the Bottom of a long Box and played either with Buttons or Cut-out Ships pasted to tiny Boxes



The Railway Game, made from an old Time-table Map and played with Buttons. The Counter is made from a small square Box



The Game of Boats

numbered 1, 2, 3, 0. If you prefer a counter that is used in some other game—one that twirls with an indicator, make that. The top of the box is divided, crisscross, into four equal sections which are numbered. A cardboard indicator is cut with a pointed end and placed on a pivot made with a pin or a small round wire shank.

The boats that travel over your sea may be small cardboard boxes, large flat buttons, or walnut shells. If you use small pill-boxes or jewellers' boxes, pictures of ships may be used from the advertising pages of magazines. Where these are small, they may be cut out, coloured and pasted to the sides of boxes.

Your ships carry cargo—haricot beans or buttons or beads.

Cargo is carried to an opposite port and left there.

The first to dispose of all freight wins, for he has made the most successful trips.

HOW TO PLAY THE GAME

Count out for beginner.

Two may play the game.

Each player must have a ship that is easily distinguished from that of his opponent.

To each player is given a supply of five beans or buttons which he must deliver at the opposite port.

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Each player chooses which port shall be his. The one who starts the game chooses first and the other player takes the remaining port.

To begin, each places his ship at his port on the number *1* or *15*.

Each spins or twirls the counter and takes the number of beans which it directs. These are placed in each ship, either in the little box, or inside the shell of the walnut or on the button, if large enough. This cargo is to go to the opposite port. Twirl the counter once again and start across the sea making as much advance on the numbers of the course as your counter has allowed.

Number *4* and number *12* are *Fog*. Fog takes you from your direct course. You stay there and miss one turn.

Number *8* is 'Full speed ahead' and takes you forward two new numbers.

If, when you make port, you have part of your count left over, you may deposit your cargo and return for a new one on the same count.

The first to deliver all shipments is winner.

The ocean is so big and blue,
I like to sail on it—don't *you*?—
I love the ships, the waves, the sky,
And all the islands we pass by—
And, some day, when I am a man,
I'll be a sailor, if I can!

The Railway Game

MATERIAL—*A map cut from an old time-table—one upon which lines of travel are clearly marked—the lid of a card-board box upon which this may be pasted, two small buttons of different kinds*

For counter is needed a small round or square card-board box three inches across its top, a round wire paper-shank for pivot of its indicator, and a narrow strip of strong cardboard from which to cut the indicator-hand

TOOLS—*Only a little paste*

PROBABLY you never knew that a railway map might be made into a good game—but it CAN. See! Here is one! You may make one with almost any map you find. It may be that you will come upon a small railway map of England, and if that is not too long to fit your box you may use it, or a portion of it. If you can use the whole map you can mark out a route from London to Carlisle, passing through Birmingham, Crewe, Liverpool, Lancaster and many other great towns.

First, mount the map on the box. Next, examine it carefully and mark all the principal stops—all large towns that are more than an inch

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apart. I marked all my stops in black crayon so as to be very distinct indeed.

The counter is easily and quickly made from a smaller box by ruling a line from corner to corner, if the box is square ; and if round merely crisscross. Number each of the four sections. Use numbers 1, 2, 3, 4.

HOW TO PLAY THE GAME

Two players play the game. One starts at one end of the route at the last principal city—the other starts at the opposite end.

Count out for beginner. Play in turn.

Place buttons at starting places.

Spin the counter and take the number it indicates for the number of towns you may move.

In reaching the opposite side, an exact count such as is needed to make the destination with nothing left over is needed.

One must make a round trip to win the game.

The first to come back to his starting place wins.

No two buttons may ever rest on the same city.

The count that brings a second player on a place already occupied is forfeited always.

Come and take a trip with me,
In quite a novel way.
Many busy, smoky towns
We'll hurry by to-day.

The Clothes-peg Game

MATERIAL—*The lower half of a cardboard starch-box and six clothes-pegs*

Counter is any small round or square box not over an inch and a half in width

TOOLS—*A black pencil, coloured crayons, some paste*

IF you happen to be six or seven years old—or maybe older—some rainy day when there is nothing to do but watch the rain-drops and wish that it would clear, go to your hoard of cardboard boxes and find the lower half of some box about five inches deep and eight or nine inches long. Then ask in the kitchen for six clothes-pegs. You can return them after having played the game and they can be used again as soon as they are washed. Probably there will be a laugh when it is seen what you have made of them—why, real little men, to be sure ! Yes, and you play the game with the funny clothes-peg men.

It takes no time at all to get ready the game for play. Divide the box into halves. Use your black pencil for this.

Make the counter next. It is any very little box you may happen to have. Glue its top fast. Colour

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one side red and the other side blue—or make any other choice of colours that you wish.

Colour the tops of the clothes-pegs to match, three red and three blue, or make the three match the colours you yourself prefer to use. The colours show to which player these clothes-pegs belong.

With black crayon, mark a funny face on each clothes-peg, right under the knob that you have coloured. This little knob then shows plainly that it is a cap. The colour of the cap shows to which player the clothes-peg man belongs. You may paste straight strips of coloured paper behind the clothes-pegs to form arms as in the illustration. The ends of the clothes-pegs may be coloured, to represent the trousers of the clothes-peg man.

How is this game played? Well, here are the rules!

HOW TO PLAY THE GAME.

Two players may play.

Count out for beginner.

Each player has three men whose caps are all coloured the same shade.

The object of the game is for one player to place his three men upon the box. The first to do this wins.

To start play, take one man. (None should be upon the box.) Toss the box that is the counter: if *your* colour (like that upon the caps of your men) is uppermost, place one man on the box.

The Clothes-peg Game

After any player has placed two men on the box, his opponent may take off these any time he turns up the other player's colour. Otherwise, he places his own man. (In some cases, a counter will not fall on its side but will stand upright. In this case play is forfeited.) To win the game is harder than one might imagine, but long games are fun on rainy days, don't you think so?

The fairies, they are very small,
Just tiny things, say you,—
And p'raps their fairy treasures
Are just as little too.
If but a golden pumpkin
Could make a coach and four,
Why, magic may be *all* around
Quite close to our own door!

The Game of Box Croquet

MATERIAL—*Three narrow cardboard boxes about seven inches long and two or three inches wide, six empty reels, a strip of strong cardboard, a bit of string, two or four marbles*

TOOLS—*A pair of scissors, a box of crayons*

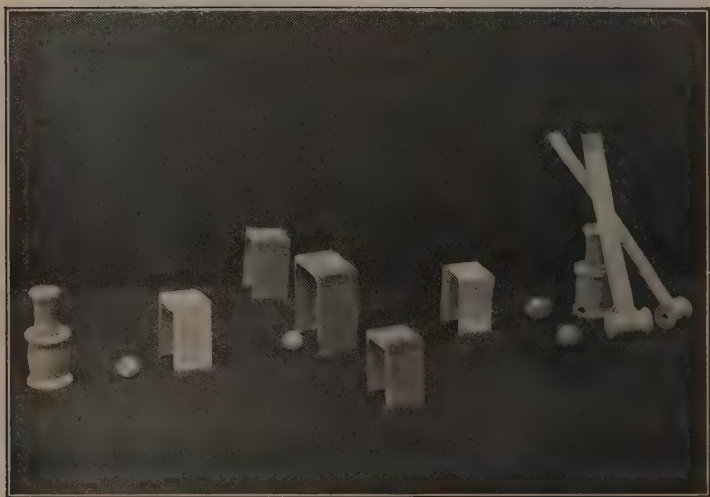
IF you look at the picture of my box croquet game, I really think you will see for yourself how it is made, but I will tell you exactly how I did it. It can be played indoors on the carpet. Of course, it cannot be played out of doors. *There* you have a real croquet game on the lawn, I hope!

Reels, to begin with, are the stakes. Glue one end of a reel to another. Stand them on end. I used large reels for bases because that is better. It makes a stake more steady.

I cut two long cardboard strips each sixteen inches long and not quite an inch wide. Each, I folded through its centre round a small reel and I tied the reel fast to the cardboard strip with string. Then, I tied the two ends of cardboard together at the top of the mallet handle and I made a coloured stripe with crayons on each because mallets must *always* have that to make them match the balls. I chalked



The Clothes-peg Game, made from the lower half of a Cardboard Box and played with Clothes-peg Men and a small Box for a Counter



Box Croquet, a Game made from narrow Cardboard Boxes and Reels. The Balls are Marbles

The Game of Box Croquet

my marbles to match also ; but if yours will not take crayon markings just simplify matters by selecting coloured marbles the shade of the mallet stripes.

My Box Croquet had only five hoops. That is all that one needs for so small a game, I think. I cut the hoops from my cardboard boxes, using the lower half of the boxes.

When you make your game, first cut this lower portion of your cardboard box into two even sections. Next, leaving a strip of the bottom, cut away almost all the rest of the cardboard from each half. In this way, you make two hoops from each narrow box you have to use. Three boxes make six hoops but you will need only five.

Box Croquet is played as nearly as possible like real croquet. To play it, lay the game out upon the floor, making the stakes twelve inches from the end hoops. Place one hoop in a line half-way between these and a hoop at each side. Start your ball six inches from the stake.

HOW TO PLAY BOX CROQUET

Two or four players may play. If only two play, it is better fun to take two marbles each, having four different colours in the game, and playing alternately, as in real croquet.

Players play in turn, hitting marbles with mallets. Count out for beginner.

When a marble passes through a hoop, this gives another turn.

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When you hit another marble, you have another turn but you must leave the other marble where it was.

Play starts with the ball one inch from one of the stakes, and proceeds through the left-hand hoops, across and up the other side, then down through the hoop in the middle until you hit the stake opposite to the end at which you began. Take the hoops in the reverse order to return, and end by 'hitting out' at the stake where you began. The one who 'hits out' with both his marbles first wins.

If you will come to my house,
I'll tell you *what* we'll play—
We'll have a dollies' croquet-match
Upon my floor to-day!

A Robin Hood Archery Game

MATERIAL—*One shallow box about twelve inches long, some tissue paper, a small branch of some straight-limbed tree, two paper-fasteners*

TOOLS—*A pen-knife, a little paste*

OUTDOORS, it is fun to play with bows and arrows that shoot a long distance but indoors one cannot do this. The next best thing, when you wish to shoot at a target indoors, is to make a game that you can play with in this way. And you can do it, too—yes, you can!

Your target is made by fitting the lower half of a cardboard box to the back of its lid as you see it in the picture. Fasten the rims of the box with paper-fasteners, one on each side. Then, you will have a target that stands firmly. But you cannot shoot through cardboard with your small arrows, so cut out a circle from the upper part of the box lid and paste a square of tissue paper behind it. **THAT** you can shoot right through and when you do, a new piece is pasted on the target.

Every boy knows how to make a bow and arrow, I hope. The one in the picture is simply a twig

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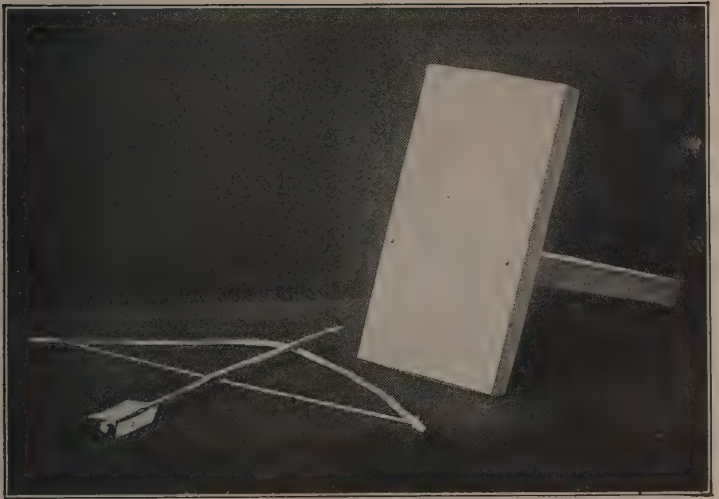
bent and tied with string. You can see exactly how I made it. Straight twigs nicely whittled make arrows. Your bow should be about twelve inches long. Arrows should be seven inches long.

Stand six feet from the target, and see if you can hit it so that your arrow goes through the tissue paper.

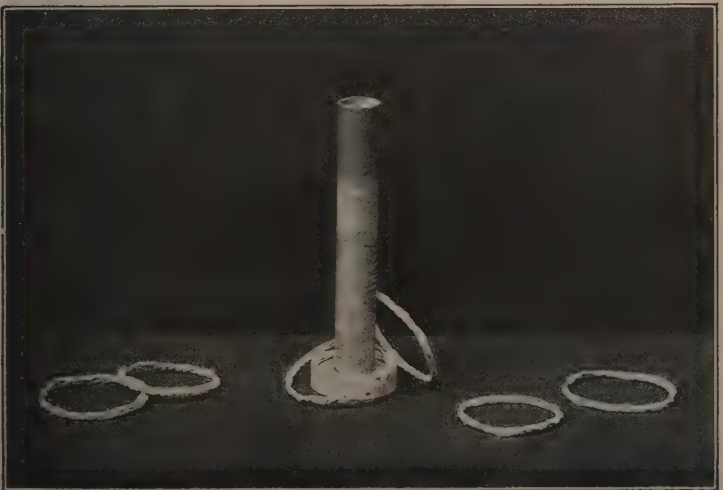
You know how to shoot. You can play by yourself, or you can play with the target as a game by taking turns at shooting toward the mark. Of course, the one who shoots through the tissue paper first is the best shot and the best shot in any archery game is Robin Hood !

There is no rule for this game except the one that applies to all games, FAIR PLAY. And always shoot downward toward the target on the rug. In this way, no possible harm can come to anything—and, if puss is in the way, *shoo* her off !

Robin Hood shot well,
And William Tell did too—
I love to read about these men,
And so I 'spect do you !



A Robin Hood Archery Game, made with a Box Target and an Arrow whittled from a small straight Twig



A Game of Quoits, made from a Cardboard Tube, a small Box, and Raffia plaited Rings



The Game of Playcraft Quoits

MATERIAL—*A cardboard tube, the lower half or the lid of some small cardboard box about four inches in size, raffia from which to plait rings—or cardboard from which to cut them. Old brass curtain rings may also be used*

TOOLS—*A pair of scissors and some fingers*

YOU can make a game of quoits all by yourself! Find a cardboard tube (such as is used for sending photographs by post) and a small cardboard box not more than four inches across its top. Cut a piece the size of an end of the cardboard tube from the base of the cardboard box, and turn it over. Fit the tube down into this stand, firmly. That is the stake and it is finished!

The playcraft quoits may be used either indoors or out of doors. If used out of doors, there should be no wind, for the rings are light. They may be plaited from raffia or from heavy string, if you prefer.

Use several thicknesses of raffia—or string—and cut each into length about twelve inches. Sew or tie ends together and there are your rings! Make three.

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Rings may be made from cardboard by cutting strips and sewing ends of strips fast together. Brass curtain rings may also be used, if large enough and not too heavy.

HOW TO PLAY THE GAME

Two or three players may play the game.

Count out for order of play.

To make a play, toss the three rings in succession, trying to get them over the stake.

Stand at least five ruler lengths from the stake when tossing rings.

The first to make a score of 12 wins.

When rain comes streaming down the panes,
An' we're tired of playing at 'railway trains,'
An' nursie says we can't go out
An' scolds us when we run about,
We just plait up some raffia rings
An' find the cardboard tube and things.
Then we forget the tiresome rain
An' nurse can fall asleep again;
For quoits are fun—an' we can play
Though streets *are* wet and skies *are* grey.

Box Lotto

MATERIAL—*The two halves of a shallow box similar to that in which letter-paper comes packed, an old calendar-pad containing the numbered days of two months, some card-board from which to cut markers, or a handful of haricot beans*

TOOLS—*A pair of scissors, some paste*

BOX LOTTO requires some scissor work and paste for its making. To make it you must have the shallow halves of two boxes or two small lids that have fitted together to form one box. Also, you will have to hunt for two numbered leaves of some calendar that have thirty days to a month printed on them.

It takes very little time to make the game: first, cut out the numbers from one calendar-leaf in neat squares. Mix these well and then place fifteen in one box cover and fifteen in the other, pasting the numbers in neat rows with space between. If you look at the picture of the game, you will see how this should be done.

Now, if you can find another calendar-leaf that has another thirty days upon it, cut these out in the same way and mount them upon small squares of

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cardboard, each separate. The cardboard squares should be about an inch in size and it will take but little time to make them. If you cannot find another numbered calendar-leaf, write the numbers on the cardboard slips. Write plainly and underline the number 6 and the number 9.

You will need a handful of beans. When these cannot be found, take a square of coloured cardboard or the bright cover of some old pamphlet, and cut this into thirty small pieces each about a quarter of an inch square. When these are cut, your game is ready to play. Each player takes one numbered box lid for play.

HOW TO PLAY BOX LOTTO

Two may play the game. It is played in three rounds. To win, a player must have two rounds to his credit.

To start the game, turn all the numbered cardboard squares over so that numbers do not show. Mix these up very thoroughly. Keep them in a pile in the centre of your play-table.

Count out to see who shall start.

The player who starts, takes a numbered square from the centre of the table. (He must not see the number he is drawing.) He turns the number over and calls it. Then, the player who has this number draws a bean and puts it over the number that has been called and that is in-

Box Lotto

side his box lid. (If coloured squares cut from cardboard are used for markers, he draws one of these instead and places it over his number.)

Place the square from the centre pile, after it has been called, aside. The next player then takes his turn and calls a new number.

The first to have filled his box with paper-markers or beans to cover its fifteen numbers wins a round of the game.

Then, start again, mixing numbers in the centre pile well.

The first to win two rounds—to him is victory !

A calendar and beans have made
A jolly game with which I played—
I made this game and *you* can too—
It's quite an easy thing to do !

There-and-Back

MATERIAL—*Half of a box about six or seven inches long and about four or five inches wide, eight small wooden button-moulds or four white buttons and four small dark coloured buttons. (These may or may not be alike in shape but must be of similar tone so as to be easily distinguished for play)*

The counter for play is made as other boxcraft counters are constructed for games. A round or square box is required and a small cardboard indicator-hand is cut for this. It is made to revolve upon a pin or a wire shank

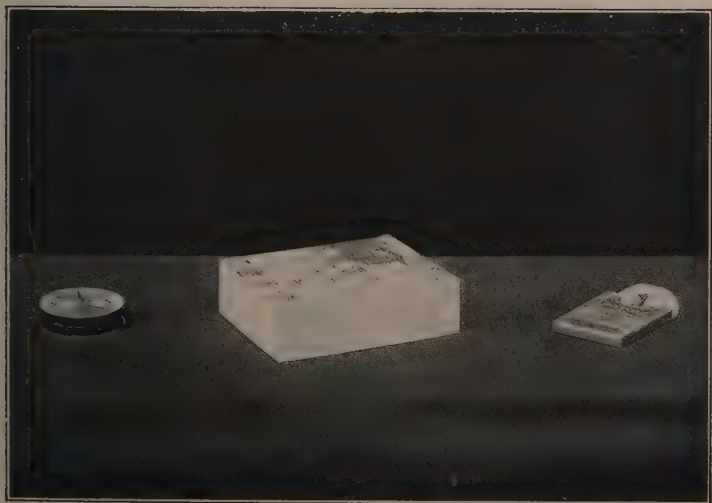
TOOLS—*A ruler, a pencil, some coloured crayons*

SEE that you have all materials required to make the game. Then, measure eight divisions on each end of your box. An easy way to do this is to cut a soft piece of paper in a strip the exact length of the width of the box. Fold this once—then you have halves. Fold halves once and you have fourths. Fold fourths and you have eighths, the eight divisions you are after! Each crease in the paper shows where a division line should come. Mark these upon the two ends of your box and join them evenly with parallel lines.

Measure the length of your box sides. Use a piece of folded paper the same way, making



Box Lotto, a Game made within the two Halves of a Letter-paper Box, with the Numbers cut from a Calendar-pad, and with dried Beans

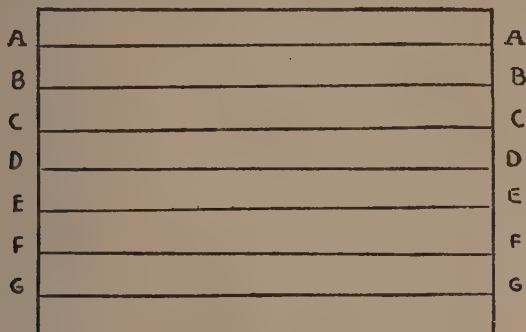


There-and-Back, a Game made on the Bottom of an oblong Letter-paper Box. The Counter is a small Cardboard Box



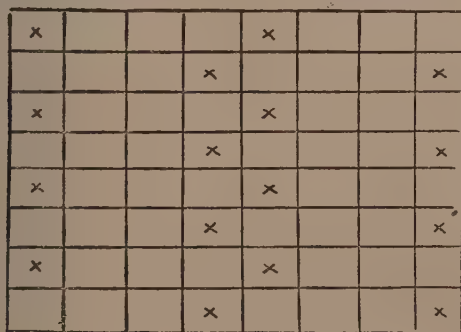
There-and-Back

eight divisions. Mark these off on the sides of your box and join the two opposite points



First Diagram

making seven parallel lines. This gives you the game-board marked off into small squares.



Second Diagram

Colour four squares alternately at each end of the game-board and colour the alternate squares of

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the two middle rows of squares, just as indicated in the diagram where squares have small crosses on them.

Colour your squares with green crayon, or brown, or black.

Take any small round or square box or box lid you wish to use as counter. Divide it into four equal sections. Number three of these and leave one section blank.

Cut an indicator to spin as hand upon the counter. Place this upon a pivot made of a stout pin or a wire shank that has rounded sides. See that the indicator-hand revolves easily and spins without impediment.

Last of all, colour your small wooden button-moulds that are used to play the game. They may be coloured four blue, four red. Buttons, when used in the place of button-moulds for men, simplify work. Two different kinds are required, four of one colour and four of another. These may or may not be of the same size.

That is all.

HOW TO PLAY THERE-AND-BACK

Two players may play the game. Count out for beginner.

The beginner selects his colour from button-moulds or from buttons, four men alike.

Each player arranges his men on white squares at opposite ends of the game-board.

Each player in his turn spins the counter and moves

There-and-Back

as many spaces as it directs, either to right, to left, or straight ahead. He cannot go to right or left in his own line of squares, he must always move in a *forward* direction.

All coloured squares are *safety-squares*. A man placed on a safety-square may not be interfered with.

No white squares are safety-squares and when any player lands upon one of these where his opponent has placed a man, the opponent's man must go home—back to the starting end of its player's side.

Players must cross the board to the opposite side, getting *all* four men together upon coloured squares there before starting home again. The one who can go *There-and-Back* first wins the game.

Play must always be made forward but may go also to right or left if *forward*.

“How long will my four button men
Take to go there and back again?”

“Two straight on and three to the right,
We shall get there and back to-night.”

The Happy Squirrel's Game

MATERIAL—*A cardboard box lid at least twelve inches by nine, about twelve small button-moulds or more, if you can find them. (An assortment of small buttons may be used, if desired—some twenty of them)*

For counter, any very small round or square pill-box may be used

TOOLS—*Crayons*

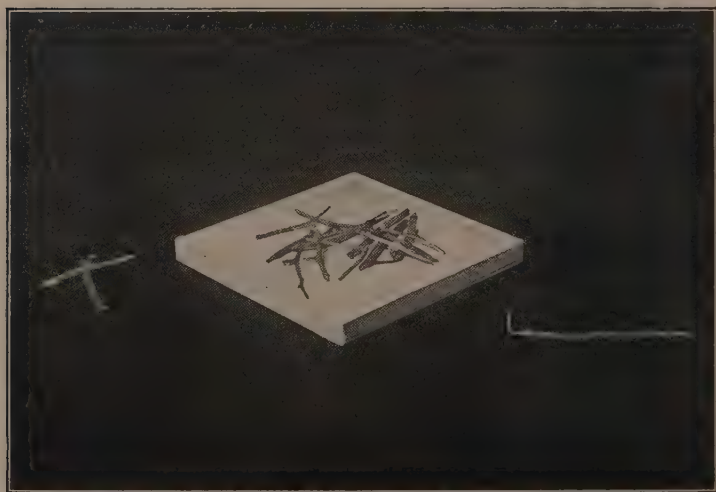
D ID you ever try to draw a tree? It is a simple matter, isn't it! Everybody can draw a tree! And, if you can draw a tree, you can make a squirrel game.

WHAT is a Squirrel Game? Why, you see Squirrel Games all about you in the autumn! It is gathering a store of nuts, of course! In autumn, nuthatches are busy with nuts and nut-trees playing with the chattering squirrels.

If your box has print upon its lid, turn it over and use the bottom to draw upon. If you have only a box lid with print upon it, paste brown paper over the entire lid. Cut edges neatly and use the covered top to draw upon. Then, draw your tree! Make it a large and spreading one. Colour its foliage green and its trunk brown.



The Happy Squirrel's Game, drawn on a Box Lid and played with a small Box and some Buttons or Button-moulds



The Game of Playcraft Spillikins, made from Twigs. The Hook is made with a bent Pin pressed into a straight Twig Handle

The Happy Squirrel's Game

The buttons are nuts. Place them upon the tree where you will.

In the picture of the game, you will see a squirrel and a nuthatch. I cut these from cardboard and coloured them. I mounted each figure on a reel. I glued a strip of cardboard to the back of each cardboard figure, and ran it down through the reel, and glued the cardboard strip fast. (The squirrel and the nuthatch look as if they were standing on stumps, don't you think so?)

The counter is just a pill-box. Its lid should be glued on tightly so that it will not come off. Colour one side green and the other brown. Green means *no nut*. Brown means *one nut*. Will the nuthatch or the squirrel get the larger store of nuts from *your* tree?

HOW TO PLAY THE GAME

Two players may play. One takes the part of Squirrel and one takes the part of Nuthatch. Count out for beginner. Beginner makes choice. Play is made in turn by tossing the counter. If it falls with green up, the player who has tossed it gets nothing. If it falls brown side up, the player may take a nut from the tree. When the counter rolls off the table or falls so that it stands upright, the other player takes a nut from the store of the one whose turn it was. The one to obtain the largest store of nuts

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wins. You can use hazel nuts instead of buttons if you have any.

The squirrel and the nuthatch
Are playing in a tree—
They try to make a feast of nuts.
That's their game, maybe!

A squirrel or a nuthatch
Can play about all day—
Let's make a Happy Squirrel Game!
And *I'll* show you the way.

The Game of Playcraft Spillikins

MATERIAL—*A shallow square box about eight or ten inches in size, a handful of very small twigs, an ordinary pin*

TOOLS—*A pocket-knife that isn't very sharp*

D ID you ever make a game of Spillikins? Try it some day when you are where you can pick up little twigs.

First, gather a handful of small twigs—very small ones from bushes or from the ends of small tree branches. Strip all leaves from them and, as far as possible, cut all twigs the same length. Make each spillikin about three inches long. Let some be straight. Leave some forked. Let others be curved. Give as wide variety of shape to your twigs selected for the game as is possible. Make about twenty-five spillikins and whittle off the bark from each.

Next, find a pin and slip it into the end of a strong piece of twig about four inches long. Bend the end of the pin to form a hook. This makes the holder and hook for play.

Next count out to see who is to start the game, and place the spillikins in a heap on the top of your square box. You are ready to play, now.

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THE WAY PLAYCRAFT SPILLIKINS IS PLAYED

From two to four players may play. Count out for order of play.

Try to get a spillikin without moving the pile. If you can do this flick it from the box without touching your fingers to it, using the hook only. If you move the pile, your turn is lost.

Every forked twig counts 2. Every straight twig counts 1, every curved twig counts 3.

Then, when the pile is demolished and all spillikins have, somehow, been taken, the player who has the highest count is winner.

No *jiggling* is permitted—FAIR PLAY !

Five and twenty twigs of wood
Don't *look* like a game,
But Daddy said he'd show me how
They made one all the same.

Five and twenty *spillikins*,
And just a hook and pin,
Make a jolly Playcraft game,
Fun to lose or win.

The Game of Feeding the Ducks

MATERIAL—*The half of some long box about twenty by fifteen inches or smaller, two small ducks commonly found in toy-shops that sell water-toys, five buttons that need not be alike. The counter may be of any kind you like best to use. It must have numbers up to 4 upon it*

TOOLS—*Crayons*

OF course *you* know what fun it is to watch ducks or swans in the park ! It is fun to watch them but, surely, it is much more interesting to feed them, if you have a bit of bread to toss ! Then, they will come swimming toward you and each will try to get the bit of bread. It is a regular game, the first one to reach it and swim off with it, wins ! There you have it—a game you can make yourself ! You can draw the park pond upon the bottom of some cardboard box that is free from print, and with two water-toy ducks you can play at feeding the ducks ! When you play your game, however, it will be much more amusing because you will pretend you yourself are a duck, and you'll know how it feels to have somebody swim right ahead of you, suddenly, and GRAB a nice dainty morsel !

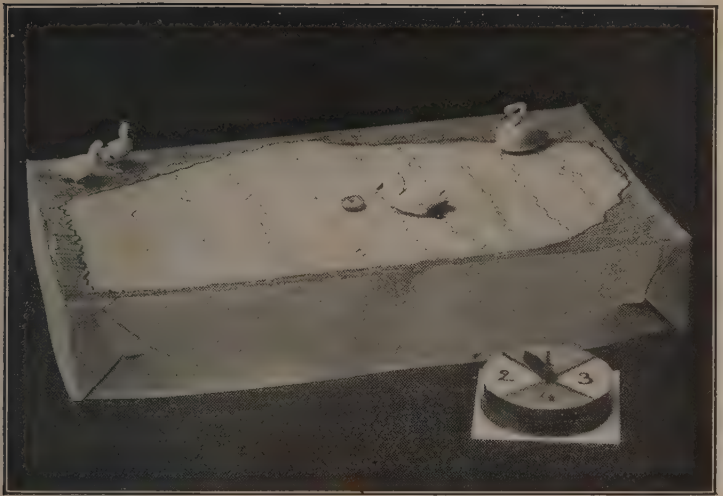
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In playing the game, you will need five buttons. These will answer for crumbs to throw to the water-toy ducks.

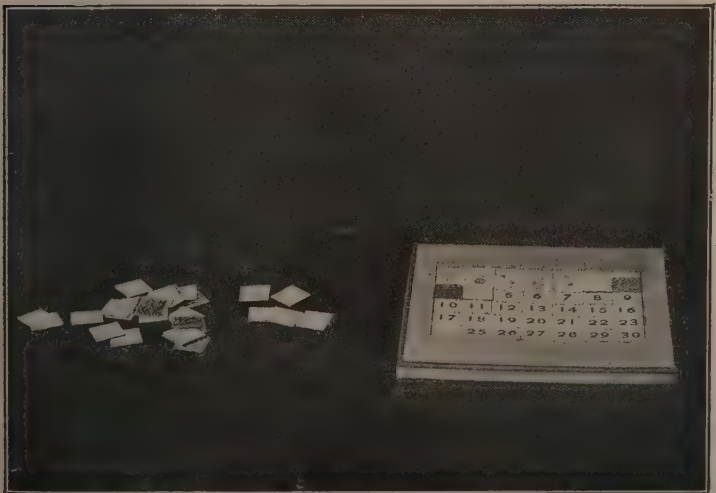
You must have a counter. This can easily be made from a small box about four inches square—or a round one, if you prefer. Divide the box into four equal sections as you see illustrated in the picture of the game. Number sections 1, 2, 3, 4. Cut a bit of cardboard shorter than the length of half the box. Make it about a quarter of an inch wide and cut it to a point at one end. This makes the indicator-hand. If you have a wire shank that makes a round hole, press this down through the unpointed end of the cardboard which is to make the indicator-hand. Press it also down through the centre of the box-counter and then make fast the two halves of the shank by opening them inside the box. See that the indicator-hand moves easily round this pivot to spin swiftly.

Now make the game-board that is to represent the lake or pond. Take your box and turn it over so that you have a clear space to draw upon. Where you have only an ordinary long box lid that is covered with print, paste some wrapping-paper over the entire box top and let it dry before beginning to draw.

The pond must have irregular sides. Draw these so that the pond will not look too square or too round, but rather oblong like the one in the picture. Draw the land around this pond with brown crayon, and then make the edge green by filling in with green



The Game of Feeding the Ducks, made on the Lid of a Cardboard Box with Crayons and played with Button-moulds or Buttons and with Water Toys



The Game of Sun and Rain, made on a Box Lid with a Calendar-pad and played with small Cardboard Squares coloured with Crayons



The Game of Feeding the Ducks

crayon round the rim of your box to represent grass.

Have you ever watched the ripples on a lake? It is hard to represent these upon a box but we can do it by making nine irregular wavy lines that cross the box lake at equal, or nearly equal, distances of two or more inches apart. This divides the pond into ten sections. The ducks or swans, of course, must be placed in a group at one end of the box lake by the shore. Place your water-toy ducks there. Each player must have his own duck. It is very easy to buy different kinds of water birds. There is always some way to distinguish one bird from the other even when the toys *are* painted alike. But, if your eyes are not sharp enough to find this distinguishing mark, touch the wings of one bird with a bit of brown crayon, and the other with blue crayon.

Now the game is ready to play. Place one of your buttons in the centre of the board. This is the way to start the game.

Each time that a duck gets the food by reaching that division of the game-board with his count, start a new button one space farther away from the bank where the ducks are so that when the last comes, it will be away across the lake at the other end of the box lake by the opposite shore. The duck who is quickest to get the food and the player who gets the most buttons win! There are five rounds in the game.

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HOW TO PLAY THE GAME

Two players may play the game. Count out for beginner.

All play is made in turn by spinning the hand of the counter and taking the number that is on the division upon which it rests. This player's swan may then move from the shore to the first section of the lake, and on as many sections toward the coveted 'food' as it can go. The next turn may carry him beyond the food, but he must wait till he has a third turn before he can come back to try to reach it. Then, he turns his duck about and his count goes the other way so that he swims about the lake. (In the meantime, the other duck has had a turn and it is exciting to see who will get the right count to reach the right space and secure the food first.)

As soon as a player has secured one button, the ducks are placed back upon the 'shore' again and play starts as before except that the food this time is farther away by one section than it was at the last round.

Every number given in a turn by the counter must be used up by a player going *always in one direction without turning*. Afterward, the player may turn his toy and go in a new direction, if he has passed the space within which is the coveted prize.

At the finish, the one who has secured most wins.

The Game of Feeding the Ducks

If in trying for the last section of the pond your count is more than enough to carry you there, you forfeit the turn till your number carries you there on an even count.

In case of a tie when two players are playing this game, add a button at the centre to end the game and play till one wins it.

I know a little toy-bazaar
That isn't far from here
Where you may buy a lot of things
And none of them is dear :
One day I bought two little ducks
And made this jolly game,
And if you'd like a happy time,
Why, you should do the same !

The Game of Sun and Rain

MATERIAL—*A box lid and a bit of cardboard, a sheet torn from a calendar with one month of thirty days*

TOOLS—*Crayons and scissors, some paste*

SOMETIMES one wonders what the weather will be ! It is all pleasant one day—then, the next day will be showery. The sun and the rain are playing a game, maybe, to see who will get the most days of the month ! If you would like to play a game like this, you can easily do so. You will need to find a large calendar-pad that has an old leaf turned back. If you ask for this, no doubt you may have it. At New Year many calendars come into the house. They are given by butchers, and bakers, and candlestick-makers as advertisements. Save all you can, and there will be plenty of material for games.

Cut your calendar sheet out square. Mount it on the top of a box lid as I have mounted the one you see in the picture of the game.

Next, cut from a square of thin cardboard a number of small squares that will fit within the spaces of days numbered on your box game-board. You can easily do this with a few judicious snips with scissors.

The Game of Sun and Rain

Count them. There should be about forty. Divide this number. Place the squares in separate piles and colour half of them with black crayons to represent dark days, and twenty of them colour yellow to stand for the bright sunny days. When all these are coloured, mix both piles together to make a heap of weather but turn the squares over so that their colour may not be seen. Place squares with colour face down. Mix the weather up well.

Two may play the game. One takes the part of Mr Sun and the other Mr Rain. Who will be successful in placing the most of his days in the month? See!

HOW TO PLAY THE GAME

Two may play. Play is made in turn.
Count out for beginner.

The beginner draws from the 'weather pile,' any square he may choose and places it over the date of the first day of the month, if it is his colour. If it is not, the coloured square is discarded—put aside in a place devoted to miscellaneous weather. It is then the next player's turn. If he draws his colour, he places it on the next day of the month, otherwise he discards it also.

Play continues in rounds till the entire calendar month is covered. Shuffle the weather well before beginning a new round.

The one to place the most days of his own in filling up the month three different times wins.

The Jolly Book of Playcraft

Some days are rainy, dull and long,
And some are sunny, full of song.
It matters not when rain clouds rain
Or if the sun comes out again ;
When we are happy in our play,
It always is a pleasant day !

The Reelie Game

MATERIAL—*As many reels of all shapes and sizes as you can collect, big, little, medium—thin ones and fat ones too—also a collection of pill-boxes*

TOOLS—*A piece of cardboard, some paste, and crayons*

I LOVE my Reelies! They are such jolly good fun to make and such nice tumbly acrobatic people! There is Mr Reelie. You can see him standing upon an end of the long box in the picture. There is Mrs Reelie at the other end. In front are Greenie, Reddie, and Brownie Reelie, the children. You can make them ALL! You can play a game with them, too. They are made merely by colouring reels with crayons. I think, if you examine the picture, you will see just how I made my Reelie family. It takes three reels to make one Reelie. The first reel used should be a small one. Colour its top to represent a cap. Below this draw hair with yellow, black, or brown crayon. Then mark off a face. The lower part of the reel forms a round collar.

Decide what colour your Reelie's suit is to be and colour the next reel—a larger one, maybe—that colour. This is the body of the Reelie, his jacket down to his waist.

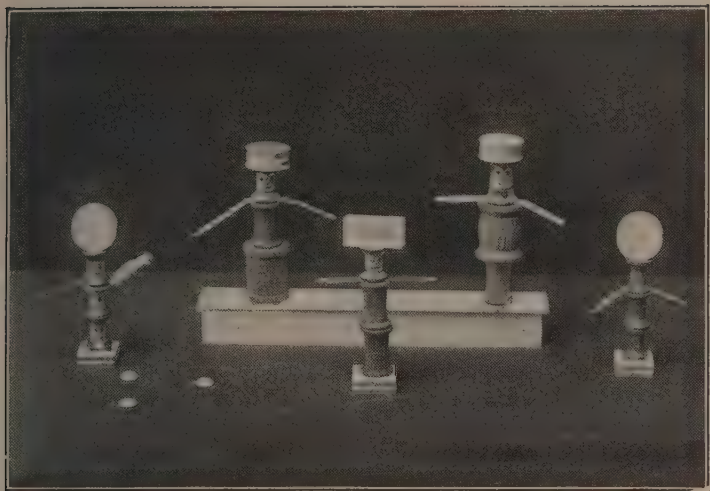
The Jolly Book of Playcraft

Take another reel and colour this to match, if you like. It is to be Reelie's trousers or, maybe, your Reelie wears a skirt and is a lady? In this case, the last reel must be a larger one than either of the other two.

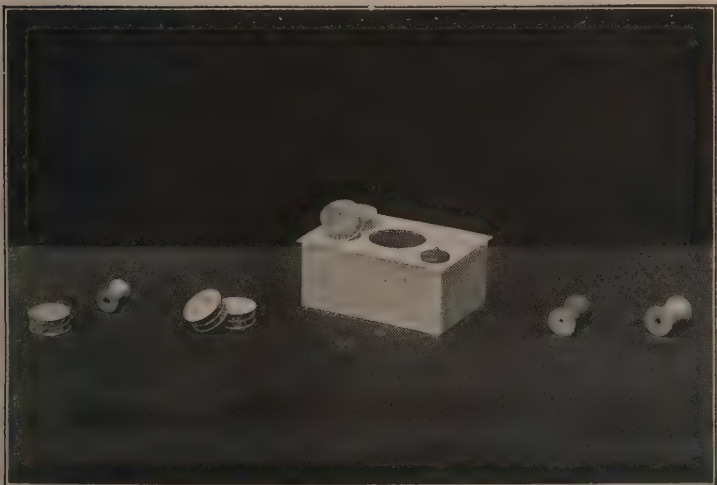
To form arms, cut a narrow strip of cardboard about twice the length of a good-sized reel. Paste this between the head and the body reel. Paste the skirt or trouser reel next to the body and cut two pointed bits of cardboard for feet, pasting these beneath the last reel so that the Reelie stands upon them. (Arms may be coloured to represent sleeves and the ends of the cardboard strips may be coloured to look like hands.)

Reelies may be dressed in any sort of manner that you wish merely by colouring the reels with your crayons. Their dresses may be spotted, or striped, or made up of many colour combinations. It is natural that they should dress in a gay attire for they are a family of acrobats. You can see how well they balance small boxes upon their heads.

The Reelie Family likes to play William Tell. But instead of an apple shot from his head, each Reelie prefers to hold a very small cardboard box. He asks you to shoot at it. Can you hit it? If you can hit it, this counts 2. If in hitting it, you knock a Reelie over, this only counts 1. The first to make a score of 5 wins. There are no rules except that all play must be fair play. Those who play must place the Reelie Family upon a table or floor and sit or



The Reelie Game is made of Reels coloured with Crayons, and with small Boxes and Buttons



Little Folks' Toss Game, made with a good-sized Cardboard Box and played with either Reels, Boxes, or Buttons



The Reelie Game

stand at least three feet away from them. Large wooden button-moulds are used to toss at the Reelies' heads. Three buttons are tossed in succession. Then it is the next player's turn. Count out for order of play.

Three ordinary sewing reels will make a jolly toy—
A lady, or a gentleman, or else a girl or boy !
I made a whole big family and played a funny game,
Pretending they were acrobats and quite well known to
fame !

Little Folks' Toss Game

MATERIAL—*One good-sized cardboard box about the size of a boot-box, a collection of reels, or buttons, or little boxes*

TOOLS—*Crayons, and scissors*

THIS game may be made in a minute. Did you ever know that a game could be made in a minute? This can. All you need to do is to cut a round opening in the bottom of a boot-box and turn it over so that it stands upon its rims.

Place the inverted box upon the floor and sit down four feet away.

The object of the game is to see who can toss the most buttons into the hole. Each player has six buttons of a similar colour, or reels tinted with crayon. Small boxes may be used, coloured in the same way. Their lids should, however, be pasted on before play is begun.

HOW TO PLAY

Play is made in turn. Count out for beginner. Sit on the floor four feet from the box into which you toss.

Little Folks' Toss Game

Each player has six men to toss. They must be of like kind, coloured so as to be easily distinguished from those of other players.

As many as can play together happily may play.

If you live all alone and there is nobody to play with, play by yourself, first tossing a dark button and then a light one. See which wins!

The first to score six wins.

My sister's very little—she likes to play with me—

And as she likes to throw things, we made this game, you see!

(She sits quite close to toss her reels, but I sit far away—

Because, you see, I'm older, and I like harder play!)

The Game of Playtown

MATERIAL—*Two boot-box lids, two pieces of cardboard each six inches long by six inches wide*

TOOLS—*Scissors, crayons*

YES, it is always jolly good fun to BUILD. But it is even more fun to make a whole village or street than to make one building. Here is a game in which you make a whole little street in Playtown. It is easy to make the game. Suppose you try !

Cut a square of cardboard six inches square.

Divide this into one-inch squares. How do you do it? Put your Thinking Cap on and find out for yourself. You can solve the problem. Each square must be an inch in size.

When you have thirty-six one-inch squares, count out twenty-four of them. Lay these aside.

Take the remaining twelve squares. Cut these into triangles, cutting from corner to corner to make twenty-four triangles.

From these twenty-four, take four triangles and cut them again, making smaller triangles.

Now, from your pile of squares, take four and cut these in half.

The Game of Playtown

The large squares are large houses. They will need to have roofs placed upon them. The large



Diagram for the Game of Playtown

triangles are roofs that exactly fit large houses. With black crayons, mark two windows and a

The Jolly Book of Playcraft

door on a large square. Colour a large triangle either red, or green, or brown. Place the triangle over the square and what a nice house there is! Now, colour the other squares and triangles too.

The halves of squares form bungalows when placed flat. Large triangles are *their* roofs too. When stood on end, they make tall buildings for which small triangles are roofs.

Before the game is ready to play you will need to cut your other six-inch square cardboard and divide this into thirty-six one-inch squares exactly as you did at first. Cut the same way, making twenty squares; four squares cut in half; twelve squares triangled; four triangles halved. Do not colour these but mix them up with your coloured squares, and cubes, and triangles. Turn down all colour so that no person can tell when drawing material for building whether it may be useful. A coloured square or cube may make the start for a house but one that has no marks upon it may not be used in building and does not advance play.

Each player is to try to erect a street of Playtown on his own land. The street is to be built upon a box lid. Each player should have a long one like that of a boot-box. Draw a brown road upon it straight across the length of the box. Green trees and foliage may be drawn behind the roadway.

AND the game is made!

The Game of Playtown

RULES FOR THE GAME

Two players may play.

Each player must have a boot-box lid on which to build.

Count out for beginner and place all squares, cubes, and triangles in the centre of your table or upon the floor so that no mark of colour shows. (Place them all face down in a large pile.)

The first player makes choice of a square or cube, according to the kind of house he may wish to construct. If it is one that has been coloured, it is placed on the box lid that belongs to him. It may be put wherever he wishes. Next time, he may try to obtain a 'roof.' Uncoloured material may be thrown back into the general pile or cast aside, as players agree when starting the game.

A house must be completed with roof before any new building may be started.

The first player to finish five houses wins ! He has made his street of Playtown.

Oh, Playtown is a funny place !
Its streets are very small,
And people owning houses there
Can't live in them at all !

The Game of Indians

MATERIAL—*One box or box lid about twenty inches long and fifteen inches wide, a small oblong box, four small china dolls (two black and two white), a piece of pliable cardboard.*

Any counter you may wish to make will answer for this game, provided that it has four numbers, 1 to 4

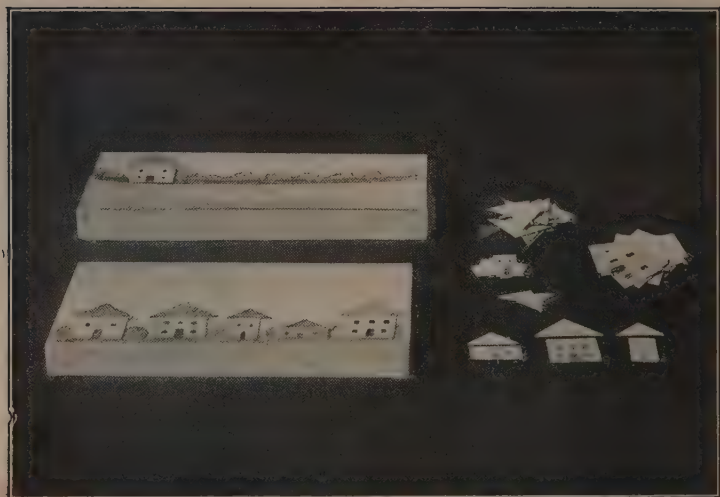
TOOLS—*Ruler, crayons, clay or plasticine, scissors*

WHEN the first settlers went to America, it must have been a winning or losing game to them many times. Perhaps it was so serious a game of life that it did not always seem happy, but now that such hard days are passed, there is no reason why we may not make an interesting game out of it—and so, we have the Game of Indians!

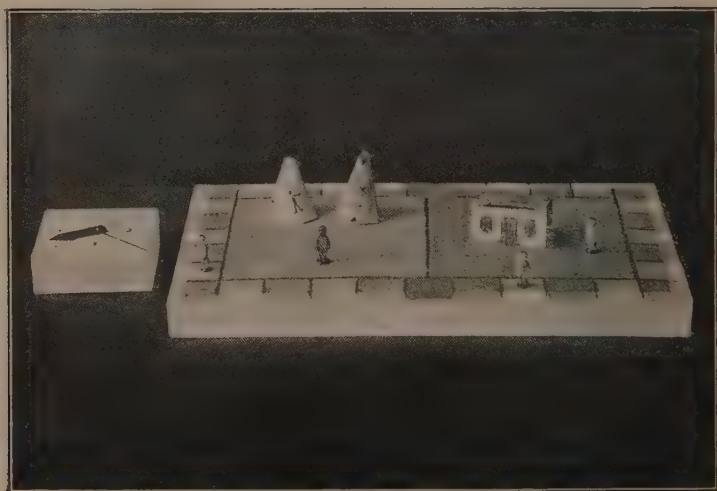
It really is not difficult to make. The large box which you use for game-board must be free from print. You must have a fairly large box about twenty inches by fifteen or, perhaps, somewhat smaller. (You may draw upon its bottom.)

Turn the box over. Draw a margin two inches wide all round the edge of the box on top. Divide this into squares. An easy way to do this is to take soft paper and cut a narrow strip the exact





The Game of Playtown, in which Houses are built from Squares and Triangles, and oblong Bits of Cardboard coloured with Crayons



The Game of Indians, made with Crayons on the Bottom of a Cardboard Box and played with Penny Dolls. The Counter is a small Cardboard Box

The Game of Indians

length of your box's side. Double this once, again, and again. Mark off the foldings as they come, evenly at the side of the margin you have drawn, and so mark off squares with your ruler. Colour these green and brown, alternating colours. Green, for trees and woods, is Indian ground. Brown, for open spaces to cultivate and for paths, is White Man's territory.

Colour the inside part of the game-board with these colours, dividing it into halves, one brown and one green. Indians have the forest. White Men have the fields.

Take the little oblong box and mark it off with brown crayon to look like a log cabin. Make door and window of black crayon. Place this upon White Man's territory.

Draw a seven-inch circle with a saucer or compass on your pliable cardboard. Cut it into thirds. Roll or pin each of these into a cone to make Indian tepees. Colour the tepees with symbolic figures of men or animals to represent Indian workmanship. Place the tepees on Indian land.

To play the game, the tiny dolls you can buy cheaply are very good. They are often sold with dolls' tin baths. The Indians are the dark dolls; the White Men, the white dolls. Standards or bases may be made for the dolls from clay or plasticine. In this way the figures can be made to stand erect. They may be moved about.

When this is done, the game is ready to play.

The Jolly Book of Playcraft

(If you cannot get the tiny dolls, use dark and light buttons instead.)

The counter that I used for my game was made from a small box about four inches square. I turned this over and drew upon the under surface two lines crossing from corner to corner. Then, I cut four numbers, 1, 2, 3, 4, from a calendar-pad and pasted these flat, one on each division of the counter-box. I next cut a short piece of cardboard about two inches long and a quarter of an inch wide, pointing it at one end to make an indicator. At the other end, I placed it over the centre of the box-counter and I ran a wire shank that had round sides down through it and fastened the shank on the inner side of my box. The hole made by the shank was slightly enlarged so that the indicator would spin freely when given a snap with fingers. You may easily make a counter like mine. Look at the picture.

HOW TO PLAY

Two may play the game. One plays White Men.

The other plays Indians.

Count out for beginner. The beginner chooses his part.

Each player has two dolls (or buttons) of a similar kind. The two that represent White Men are placed on the board beside the settler's cabin. Those that represent Indians go on the Indians' territory beside the tepees.

The Game of Indians

The one who starts the game spins the counter and takes the count upon which its hand rests. He starts out from the corner square to the left of his own territory, going as many squares as his count gives. When a White Man is on a green square that represents woodland, he may be overtaken by an Indian or a White Man may overtake an Indian. Both profit by this to the other's disadvantage: the Indian who is overtaken must go immediately to White Man's Cabin and stay till he can turn up the number 1. Then, he can go about his business again, leaving by the same left-hand square at the corner of the board used by the White Men. In the same way, White Men overtaken by Indians on Indian territory must go to Indian Camp and stay till they turn up number 1. The left-hand corner square is always used to go out upon, and play is always from left to right round the board. When released from hostile territory, they start round the board from their opponents' starting square.

When a man makes a circuit of the marginal squares and returns safely to his own beginning place, he waits there till is turned and then enters his own territory. The player who can get his two men in first wins. (White Men or Red Men who are held in a camp that is not their own are said either to be under capture, or trading. You can make up your own story to fit the play and vary it with every game.)

The Jolly Book of Playcraft

When, long ago, the Pilgrims went to live across the seas,
The Indians were savages, and lived in small tepees—
They hunted in the forests and they fought each other too,
And had you lived in those days they might have captured *you*.
You ought to feel most thankful that you dwell at home to-
day,
And that Indians are kindly—except, perhaps, in play!

The Game of It

MATERIAL—*A half of some square box lid that is about five or six inches from corner to corner, two different buttons or two china figures*

The counter is a small square or round box about three inches across. Its hand is cut from cardboard and spun upon a wire shank that makes a round hole when pressed through the box. A stout pin may answer, if you have no wire shank

TOOLS—*A ruler, crayons*

NO doubt you have played Tag. Everybody has! But did you ever play Tag when both players were *It*? I don't think you ever did! Here is a little game that you can play and in it both players are *It*! Yes, you are both after each other and look out—you'll be caught!

No doubt you have two small figures of some sort like those used in the picture of the game. These figures were made of china. Yours may be Noah's Ark figures, if you like. If you haven't any at all, use buttons—two, one dark and one light.

To make this game, you also need some square

The Jolly Book of Playcraft

box lid. This need not be very large—just large enough to allow the figures to stand inside it, two at a time on one division of the board.

Take ruler and a dark crayon. Rule from corner to corner on the inside of your box lid. Colour two opposite sections of the space divided by these lines. Use any colour you wish to use in doing this.

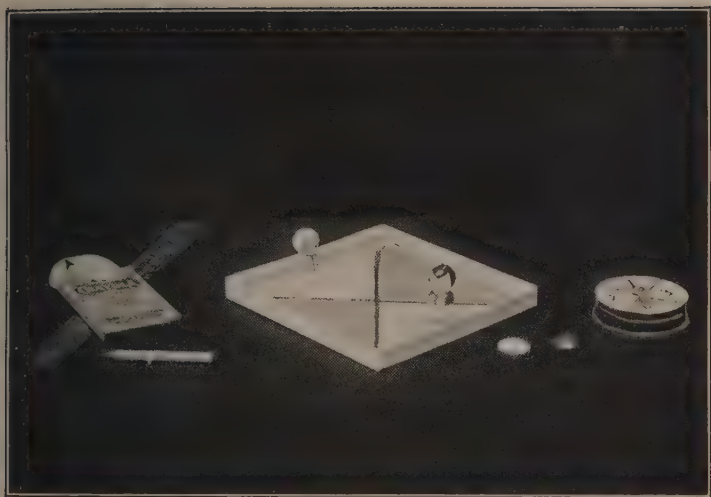
Place the figures for play opposite each other on the game-board.

Any round or square box that is about three or four inches in size may be made into a counter by dividing it into four equal sections with your dark crayon, numbering the sections from 1 to 4. The indicator-hand must be cut small enough to fit the box. It should be cut from a strip of heavy cardboard a quarter of an inch wide. It should be fastened to the box by means of a round wire paper-shank that is fastened loosely under the box cover. The indicator-hand must move easily on the pivot shank so that it may be spun quickly.

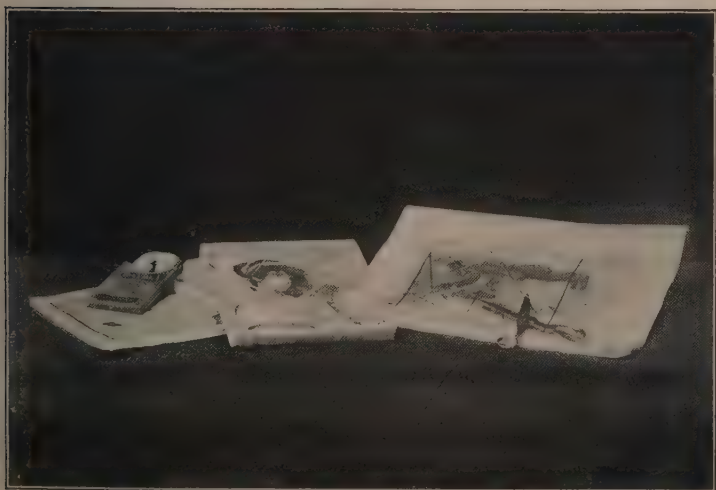
HOW TO PLAY

Two players may play the game of It. Each has a button or a figure to use upon the game-board. These are started opposite each other. The square each rests upon is to the player upon it, 1.

Count out for beginner. The beginner, to make a



The Game of It, a Game made inside a square Handkerchief-box and played with Buttons or China Figures



Puzzle Game, made by cutting Magazine Pictures to fit Box Lids



The Game of It

play, spins the counter. If he can get 3, he catches the other player for his figure rests upon the third square from his own. 2 takes him to the next square. 4 goes past the other player to the square beyond.

The game is played in rounds. The first to win five ends the game.

I'm *it*—you're *it*—
What a funny play!
Never knew that any *tag*
Could be made *this* way!

I'm *it*! You're *it*!
Catch ME, if you dare—
When you get to my place,
I shall not be there!

The Game of Puzzles

MATERIAL—*The two halves of a shallow, square cardboard handkerchief-box about eight or ten inches in size, any old magazines in which there are pictures. (Coloured advertisements and magazine cover pictures provide good material)*

TOOLS—*A pencil or crayon and some scissors*

YOU like puzzles! Why, surely. They are ever so much fun. Have you ever made them?—I mean have you ever cut them yourself so that they were your very *own* puzzles? **THAT** is much more jolly than to put the shop-made puzzles together. You may make a real game of this, too.

Old magazines always have pictures on their covers when they *do* have covers! Sometimes, these are on the front cover, and often there are large picture-advertisements upon the back of the cover. If you find these, or even a large picture that you can colour yourself with your crayons, you may use it. Place the lid of the square handkerchief-box over the picture and draw with crayon all around the edge of the box. This gives you the size to cut the puzzle that must fit inside the box cover.

The Game of Puzzles

When you cut out the picture, it should be cut inside the lines of the square you have drawn and it should fit inside the rims of the box.

When you have done this, divide the picture into ten different pieces by drawing on it with your dark crayon. If you look at the picture of the game, you will see how this is done. Cut each piece out. Place the pieces all together in a place by themselves, in an envelope, perhaps.

Make another puzzle in the same way. When you have made five picture puzzles and have their parts all arranged in distinct piles or envelopes, call some friend of yours to come and play the Puzzle Game that you have made.

HOW TO PLAY

Each player must have the half of a square handkerchief-box.

Count out to see who may make first choice of a puzzle to put together inside the rims of his box lid.

When both have made selections, both start to put their puzzles together. The first to finish his makes a second choice and starts a new one. So the play goes on. The first to make three puzzles correctly wins the game.

If you wish to make a more difficult puzzle game, mix the parts of three cut-out picture-

The Jolly Book of Playcraft

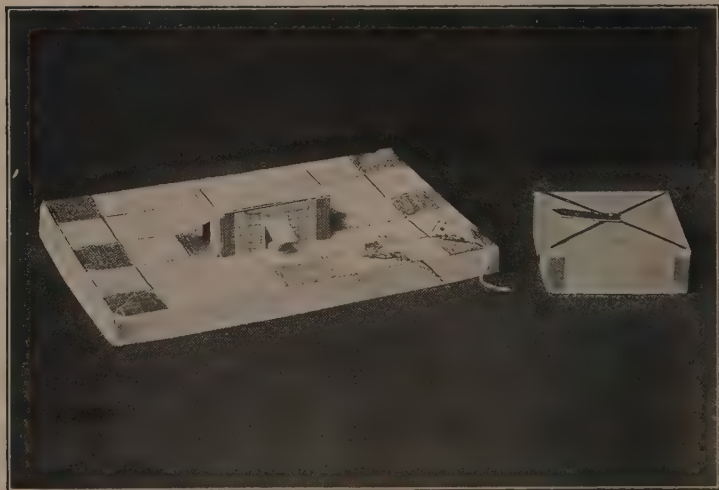
puzzles in one pile together and see who can first fit a perfect picture together from these. The picture-puzzles that you make should be kept for future play. Have a separate envelope for each puzzle and keep them inside your box.

One day the weather was so bad with sleet, and fog, and snow,
That I couldn't go to school at all because of it, you know !
So I stayed at home the livelong day and played upon the floor
At cutting picture-puzzles out—and making more and more !
And then I played a game with them, when all of them were
done—
And Mother played it with me ; we both enjoyed the fun !





The Game of Little Box Hourd, played with a Dog cut from half an oblong Chocolate-box and coloured with Crayons



The Game of Mouse-trap, made with an oblong Cardboard Box Lid, a small Cardboard Box, Button-moulds, and Cardboard Mice

The Game of Little Box Hound

MATERIAL—*The lower half of an oblong box, some cardboard from which to cut head and tail for the box dog*

TOOLS—*Crayons, scissors*

D *ID* you ever have a little dog? And *did* he ever run away? Unless your little dog is a woolly pussy-cat creature, he probably does run away sometimes! If he doesn't come back, you run after him to find him, don't you? You whistle **AND** you whistle! You ask along the way: "Oh, have you seen a little dog anywhere about here—a very handsome little dog?" Perhaps somebody says: "Yes; he just passed this way. He wagged his tail at me and wanted to make friends." Or else they *may* say: "I fancy there was a horrid dog about here! He chased our cat up a tree. I don't know *where* he went."

So you go on and on hunting for your little dog—and you find him, too, I hope!

Well, here is a game made with a Box Hound. He has a way of running off to hide. (My dog's name was Boxy.)

This is how you do it: Colour the lower half of your box all over with your brown or black crayon.

The Jolly Book of Playcraft

Then, at right and left of each corner, cut a dog's foot and leg. Cut out the cardboard left between these and you have a Box Hound's body.

Take a piece of cardboard—perhaps the lid of your box—and draw upon this, a head and neck as nearly like my doggie's as possible ! Give him a pink nose tip, and a fine affectionate brown eye, and a big floppy ear.

Cut this head from your cardboard, colouring each side afterward, and after making a slit through the top of your Box Hound's body—a long narrow slit cut with a dull knife—slip the neck of the Box Hound down into this so that it stands firmly erect.

As for a tail, I hope you can make *that* ! It is simply a curved bit of cardboard placed at the other end of Box Hound's body through another slit in the cardboard.

And now for the game !

You have often played Hunt-the-Thimble indoors, haven't you ? This game is played out in the garden or about the house, if you don't make too much noise. In this game of Little Box Hound, any number may play. The Little Box Hound runs off with the one who is *it*. The other players have to count up to two hundred. When ready, call : "Coming," and start to hunt for Boxy.

You may ask : "Did a little Box Hound go past here ?" The answer may be from *the one who knows* either "Yes" or "No." The information may be given in any roundabout way you can think of : "I

The Game of Little Box Hound

saw a dog with a red ribbon on. He passed this way barking at a motor-car." The information must always be clear so that those who are hunting may have a clue whether, in game language, they are *hot* or *cold*.

The first to find Boxy may be the one to hide him next time. And you may play as long as you like.

Certain rules must be observed.

Boxy, being a dog, cannot climb a tree.

Boxy may not be buried under anything because that isn't fair.

Boxy must be placed behind something or near something that hides him from conspicuous view.

If the game is played indoors, he may not be shut into a drawer or put upon a shelf. No Box Hound would be able to do either of these things. He must be able to get into the chosen place, just as any proper dog would.

I hope you will like Boxy. I do.

O where, O where has my Little Dog gone !

O where, O where can he be ?—

I've whistled ! I've called—but he will not come back !

He's a naughty Box Hound as you see !

The Game of Mouse-trap

MATERIAL—*Half of some box about twelve or fifteen inches long and about eight inches wide, one smaller box about three inches long by two inches wide, a piece of cardboard and some string, a bit of clay or plasticine*

For counter use the half of a medium-sized round box or a square one

TOOLS—*Crayons, ruler, scissors*

MRS MOUSE has a game of her own. Perhaps you know it: she is very quiet about it and she says nothing; nevertheless, she does get away with the cheese in the mouse-trap! Here is the Game of Mouse-trap and you can make it with the halves of two boxes and play it with Mr and Mrs Mouse.

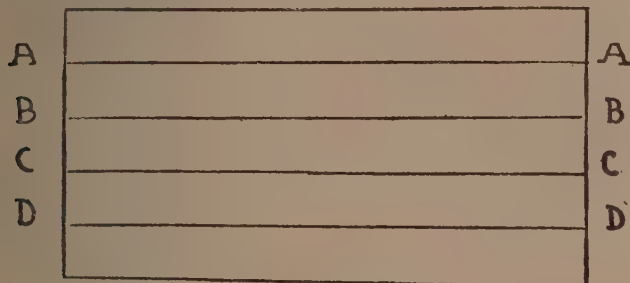
Find the half of some good-sized oblong cardboard box. Divide its width into five sections with lines similar to these in the first diagram. Draw the line *A-A*, then the line *B-B*, the line *C-C*, and the line *D-D*.

Do this in pencil and then go over the lines with dark crayon—see that the divisions are even.

Next, cross these lines to make squares about

The Game of Mouse-trap

two inches in length at either end of the box as the line *E* and the line *H*.

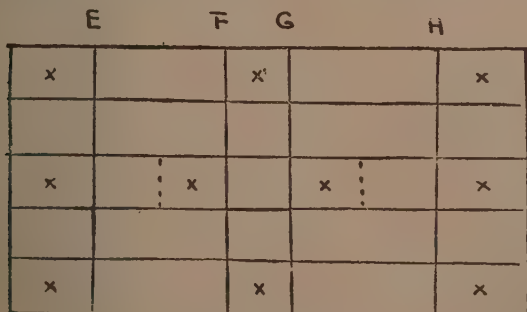


First Diagram

After this, draw the line *F* and the line *G*.

You will need to colour the corner squares on the box and all squares marked with small x on the diagram. These give the divisions of the board meant for moves in the game.

You will notice that in the picture of the Mouse-trap Game I have divided my middle



Second Diagram

The Jolly Book of Playcraft

spaces as the dotted lines show in the second diagram.

Colour these with your dark crayon also.

After this, you will need to make your mouse-trap. It is just a make-believe one, of course! It is made from any small oblong box you may have that is deep enough to cut as that of the illustration is cut in the rim. Two slits in this box-rim—then turn them up. And you have the trap-doors or holes in which to place Mrs Mouse's CHEESE. Bend the cardboard cut, upward to make the openings, and see that these come about at the centre of each side of your small box's rim. Place this 'trap' on the box lid and there is the game-board quite complete!

Mr and Mrs Mouse may be cut out of cardboard. Mr Mouse is coloured black. Mrs Mouse is white. The mice should be about an inch long. Their tails may be longer. These are just bits of string. If you have some plasticine or clay you can make small standards to hold Mr and Mrs Mouse upright.

Buttons may be used in place of cardboard figures of Mr and Mrs Mouse, if you prefer. One dark one and one light one are needed. At the opening of all trap-holes, a bit of 'cheese' is placed—this may be a small white button-mould, a white pebble, or a small bone button, smaller than the men used, if they are buttons. (Four pieces of 'cheese' are used, one at each entrance.)

The Game of Mouse-trap

The counter is the half of some small box, either round or square. It should be about three or four inches across its top. Divide the base that is free from printed matter with a crisscross making four equal sections. Colour opposite sections so that the light one and the dark one alternate. The light sections stand for play on light squares of the game-board. The dark sections stand for play on the dark squares of the game-board.

Cut an indicator-hand and fasten it at the centre of the box-counter with a round wire paper-shank or pin. Do this loosely so that the hand will turn easily and spin well.

HOW TO PLAY

Two may play this game.

Count out for beginner.

The beginner makes choice of his mouse.

Play is made in turn by spinning the hand of the counter.

You must turn to a dark section before your mouse may be placed on the game-board. Then take the corner nearest you. A light division of the counter must then be turned and the mouse placed on the next square (a light one) going toward the left round the game-board. When a forward move is made, the colour of the square on the game-board must correspond

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to the shade indicated by the counter. Other plays are forfeited for one cannot use the moves given.

When a player's mouse has been once round the game-board and returns to its starting square, it may, after this, try for 'cheese.'

In order to secure 'cheese,' a mouse may move toward any space that brings him closer to the trap. He must always move as the colour on the counter directs. When he cannot make a move given him, to a dark or light section of the board, that turn is forfeited.

A mouse may secure 'cheese' by resting upon the square that opens on the trap's door. He must rest there till he turns the same colour on the counter as the space upon which he stands. (If in three turns he cannot do this, he is said to be 'caught.' He must then stay where he is till he can turn to dark on the counter twice running.)

After a mouse has taken the 'cheese,' or when he is released, after 'caught,' he goes off the game-board again and starts as he did at first, going round the board toward the left. Play proceeds till all 'cheese' is taken from the trap.

In case of a tie, add another piece of cheese and another round to the game. He whose mouse is most successful with the cheese is the winner.

The Game of Mouse-trap

Mr Mouse, Mrs Mouse

(*Wee—wee—wee*),

When you come to my house,
You'll have cheese for tea!

Mr Mouse, Mrs Mouse,

The trap is set just here —

But it will never *catch* you—
You really need not fear!

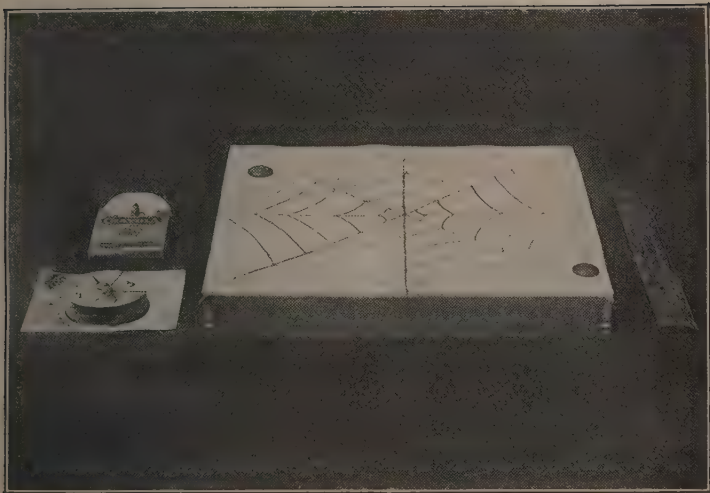
The Game of the Spider and the Fly

MATERIAL—*A square box lid of almost any size—one without print if possible; two buttons—one dark and one light
A counter such as you have used in many of the games*

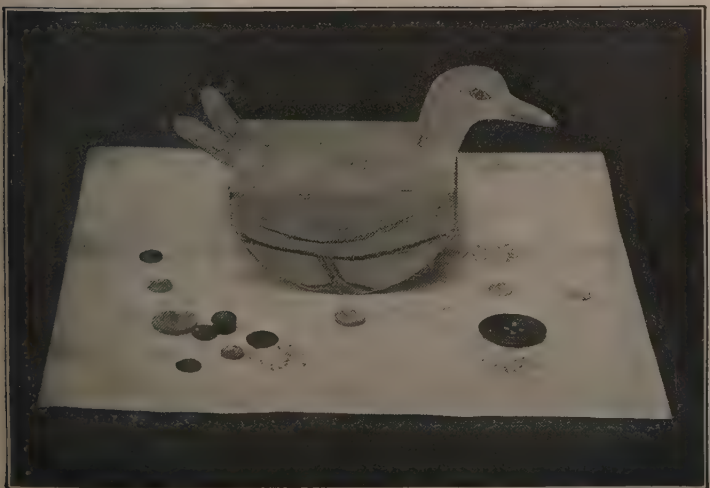
TOOLS—*Ruler, crayons*

WILL you walk into my parlour?" said the Spider to the Fly—and you remember what the wise little Fly said. *She did not wish to be caught by the Spider, did she?* Yet spider-webs do seem to have a strange fascination for flies! Have you ever watched to see what would happen? You can play it in a game, if you like, and you can easily make the game yourself. It is drawn with crayons upon the top of some good-sized square box lid, and the two players impersonate, in their moves with buttons upon the game-board, the Spider and the Fly.

Take your box lid and place it to stand upon its rims on a table where you can draw upon its top. (If there is print on your box lid, paste some brown paper over the entire top and neatly clip the edges.



The Game of the Spider and the Fly, drawn on a square Box Lid with Crayon and played with a Box Counter and Button-moulds



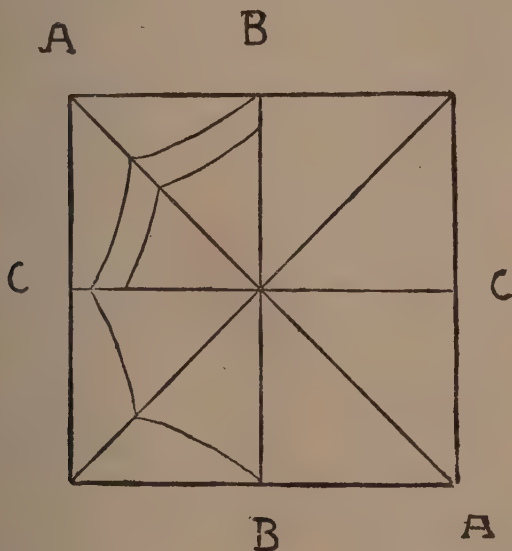
The Game of Ducky Daddles. A Game for very little People, made with half a small-sized Box and played with some Buttons



Game of the Spider and the Fly

When this is dry, draw the figure required for the game-board upon it in light crayon.)

First, draw the vertical line *B-B* through the centre of the box lid.



Second, draw the horizontal line *C-C* crossing this at the centre of the box lid.

Third, draw a line *A-A* from two opposite corners of the box lid, and a similar line from the other corner, as shown in the diagram.

Fourth, connect each of these with curved lines such as are illustrated between *B* and *C*. Make more than five, if you can—eight divisions make a

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good number. These, when made, give the web of the spider as you see it pictured in the game.

The counter of the game is made from a round or square cardboard box about three or four inches in size. Draw a crisscross through its centre. This divides the box into four equal sections. Number these 1, 2, 3, 4.

Cut an indicator-hand to spin on a pivot from a bit of cardboard such as has been described fully in previous games.

HOW TO PLAY

Two players may play the game.

Count out for beginner. The beginner makes choice of the part he will play, whether Spider or Fly.

The beginner starts his button at one corner of the game-board outside the web. The Fly starts opposite. (For placing, consult the picture of the game.)

The Spider begins the game, spinning the counter's hand to obtain the number of moves he should take for play. He may never touch the Fly when the Fly is on the outside of the web as shown by the button-moulds in the picture.

The Spider must try to catch the Fly. He catches the Fly when he is able to rest on the same division of the game-board.

The Spider or the Fly may move in any direction he may wish, but the Fly must try to reach the

Game of the Spider and the Fly

centre of the web once and then get back safely to the outside of the web without being caught. If the Fly can do this *he* wins. If, however, the Spider catches the Fly, *he* wins.

The game may be played in rounds. Make your own count. Decide what the winning count shall be before you start the game.

“ ‘ Will you walk into my parlour ? ’ said the Spider to the Fly,
‘ It’s the prettiest little parlour that ever you did spy ! ’ ”—
But, I think *you* know the story of the Spider and the Fly,
So perhaps we two will play it on my game-board by and by !

The Game of Ducky Daddles

MATERIAL—*A cardboard box anything from six to ten inches long and not too wide, an assortment of large buttons from the button-bag*

TOOLS—*Scissors, crayons*

PERHAPS you have a little sister—a *very* little sister, about four years old—have you? Well, if it is a *brother*, I'm sure you love him quite as well as if he were a sister, and you like to play with him even more maybe! Perhaps you may like to make a very simple little game for your little sister or brother to play. I'm sure either one would like it. It is called Ducky Daddles. To make it, you will need the deep lower half of some cardboard box that is about six, or eight, or ten inches long. Even an ordinary white boot-box will answer.

Take a pair of scissors and cut the two long sides of your box curved like the rockers of a chair. Remove the cardboard between the ends of these rockers and do not cut the rockers too high.

You are now going to make a wonderfully ducky kind of bird out of this box you have cut, so take a brown crayon and colour all the top of the box.

The Game of Ducky Daddles

Colour the ends of the box brown also. Draw on each curved side the outline of Mr Ducky Daddles' wings and webbed feet. If you use the picture of my ducky bird, this will help you.

When this is done, take the lid of your box and draw the bird's head and neck on it. The neck should be rather long. Cut this out. Colour it with brown crayon on both sides. Colour two eyes and the bird's bill. Make a slit in the upper part of your box where you wish to place the bird's head and press the neck you have coloured down into this slit firmly. Mark off a tail too. Colour this brown. Make a slit for this in the other end of your box. Slip the tail down into it. Behold ! There is a funny bird ! If you touch it, it will rock backward and forward most beautifully. Your little sister will just chuckle—and if it isn't a little sister but a little *brother*, he'll chuckle too !

This is an easy game for two to play together. Perhaps it is a very, very easy game for *you* ; but you can show the little brother or sister how to play and this will be good fun for both of you.

Hunt for some large buttons—as large as you can find. Put Ducky Daddles on the floor and sit down at a short distance. Toss a heavy button so that it hits Mr Ducky Daddles—who *likes* to rock. That's all the game there is ! You can do this easily because *you* are going to be a whole year older next birthday and *you* are in school, but little fingers and little hands find this harder and buttons do not go

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straight for very little people. For this reason, when baby hits Ducky Daddles so that he rocks *beautifully*, baby wins. The game can be made to last as long as you like.

I made a little ducky
That rocks upon the floor—
I toss it button-bread to eat
And rock it more and more!

My little baby sister
(And tiny brother too)
They like to feed the ducky—
And rock it as I do.

The Game of Motor-car Race

MATERIAL—*The square lid of a hat-box, two tiny motor-cars such as may be bought in toy shops (or in place of these two small boxes), six buttons—three dark and three light*
A small-sized cardboard box for counter, round or square

TOOLS—*Ruler, crayons*

THIS game is to be a race upon a track. It is to be a motor-car race, so see if you can buy at some shop tiny motor-cars such as you see in the picture. Toy shops sell them. Yet, if you cannot find them, put your fingers to work and, with crayons, turn a small oblong box into a motor-car by marking wheels upon its rims. Make two of these.

The game-board is to be drawn upon the top of a hat-box lid. Use your compass to measure off two circles on this, one inside the other. These two circles bound the track. Divide the track into eight or ten sections. Colour every *other* one.

Draw a section from which one may start the game. Three lines at the centre of one side of your box lid make this. They should join the track as they do in the picture.

Next, rule off each corner of your box. Colour

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corners with crayons. Each player must have his own corner of the box. The picture of the game shows how these are used for button-markers.

You will need a counter to play this game. You can make one with the half of some square cardboard box. Draw a line from side to side across its top so as to divide the box into four equal squares. Number three of these 1, 2, 3.

Make a revolving indicator-hand for this as in other counters.

HOW TO PLAY

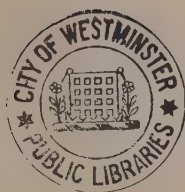
From two to four players may play the game. Each must have three buttons for markers and a toy motor-car, or a box to represent this in play. Play is made in turn. Count out for order of play. Place all motor-cars in line at the starting place. This is where the three crayon lines join your race-track.

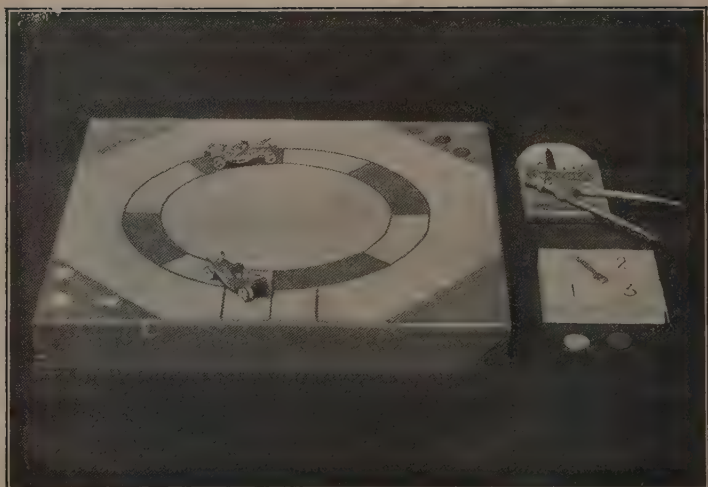
The first to play moves to the left round the track as many spaces as the counter gives him.

Next in turn, the other player follows.

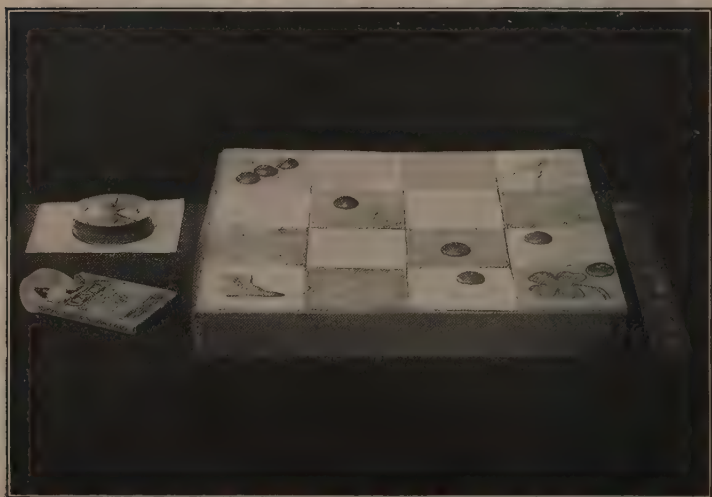
No player may rest upon the same division of the track as another. If he obtains a count which places his car on a division of the track already occupied, this causes a collision. He must go to the repair shop—the centre of the game-board. On his next turn, he starts out from the space he left.

As soon as any motor-car has been round the track





The Game of Motor-car Race, drawn on a square Bandbox Lid and played with Toy Motor-cars or small Boxes representing them. The Counter is a small Box Lid



The Game of Luck, drawn, with the help of a Ruler, on a square Bandbox Lid, illustrated, and played with a Box Counter and Button-moulds or Buttons

The Game of Motor-car Race

once, the player to whom it belongs places one of his marker-buttons upon his corner square. The first to make three successful rounds and place three buttons on his corner wins the game.

The race may be timed, 'just for fun,' using a clock.

Each round of the track counts as five miles.

All play must be made as rapidly as possible.

(If you have some small toy horses, this game-board may be used for a horse race instead of a motor-car race, if you like. In this case there is, of course, no 'repair shop,' but a horse may go to the centre as in the motor-car game. The horse is said to be down when another player's horse rests upon the same section of the board. It may start again at its player's next turn. Play rules are the same in both race games.)

I raced you in my cardboard car

Five miles along the track.

You put in for repairs while I

Went three times round and back.

The Game of Luck

MATERIAL—*A square hat-box lid, eight large wooden button-moulds—more if more play*

A counter must be made for this game. Materials same as in previous games

TOOLS—*Ruler, crayons*

ARE you lucky? Do you find four-leaved clovers, and horseshoes, and do the chicken wish-bones at dinner always come to *your* plate? Of course this is all fun, for nobody believes that wish-bones do give you your wishes or that horseshoes and four-leaved clovers are magic! But it is really quite nice make-believe to pretend that they do, and so you may like to make a game in which you can be very, very lucky indeed!

The game is drawn upon the top of a cardboard hat-box lid. This must be a square one. Take your ruler and measure a side of your box. Divide this number by four. This will give you the correct spacing of the squares for play. Space the divisions upon each side of the box lid, making some little dots at each division. Then, taking your ruler, join these dots first

The Game of Luck

with upright parallel lines ; then, next, with three horizontal lines crossing these—and there you have sixteen squares !

At each corner of the game-board draw a lucky emblem : a four-leaved clover, a horseshoe, a wish-bone, and an old shoe.

Colour the squares of your game-board with green crayon, colouring only one square in the outside row and colouring the inner ones alternately. Look at the picture of the game and follow this in colouring squares.

The counter may be constructed from any box that is about three or four inches in size. Divide the box into four equal sections. Number these 1, 2, 3. Leave one section blank.

Make an indicator-hand, which must be shorter than half the width of the counter-box and fastened as described for other counter indicator-hands. Then the counter is ready for use.

Last of all colour the button-moulds. Use large button-moulds if possible. Colour four red and four blue.

The game is now finished.

HOW TO PLAY

Two may play the game.

Count out for beginner.

Play is made in turn.

Each player has four similar men which he must

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try to place upon lucky squares—those with pictures drawn on them.

A player must obtain the count of *X* to enter a man upon the board. His man is then placed on one of the outside green squares—the one nearest him. (Players sit opposite each other.)

Only one man may be entered at a time. As soon as this one is placed upon a lucky square, another man may be entered on the player's next turn upon the count of *X*.

Play may be made in any direction over the exact number of squares given by the counter. Otherwise the play is forfeited.

The first to get men on all four lucky signs wins.

I don't believe in *luck* at all,
But yet, between us two,
I like to pick up horseshoes,
Most likely you do too!

I don't believe in *luck* at all,
But four-leaved clovers *grow*,
And I should love to find one—
And pick it up, you know!

The Alice in Wonderland Game

MATERIAL—*A box or box lid of cardboard—one about thirteen inches by seven, perhaps larger ; a reel, a bit of cardboard, some plasticine, two pebbles (one dark and one light) ; the half of some small oblong box about two by three inches in size ; a penny doll, a rabbit tumble-toy, or you may cut one from cardboard ; some flowered wall-paper, if you happen to have a piece*

A counter is made from a cardboard box about four inches square. Cardboard for indicator-hand and paper-shank or pin will be needed as before

TOOLS—*Ruler, scissors, crayon—perhaps a bit of paste*

WOULD^N'T you have liked to go down the Rabbit Hole with Alice? It would have been such fun to see the Rabbit scurry past. "Oh, the Duchess! The Duchess!" And he would have disappeared through that magic little door into the garden, maybe! But if you cannot really go to Wonderland, at least you may have the fun of trying to reach there in a game, and you may make the game all yourself. You will need the lid or lower half of some oblong cardboard box. This should be at least thirteen by seven inches in size—and you may use even a larger one.

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If you use the lid of a box for your game, and should there be print upon it, paste some brown paper over the entire top and carefully trim the edges even with the box rims. Let it dry before drawing the lines with crayon that form the spaces for moves upon your game-board.

Measure a side of your box lid with ruler or tape-measure. Divide this number by eight. This will give you the number of inches required for each space along the margin of your game-board. Mark off these. At the centre of each end of your board, mark off a square the same in width. (Never mind if spaces to right and left of this are not the same in size.)

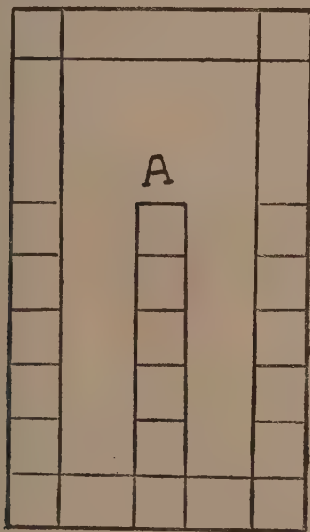
Colour every other square on your game-board black. There should be an even number of squares.

With ruler, mark off similar squares such as you have round the rim of the game-board so that these go across the board, lengthwise, at the very centre. At *A*, the sixth square, stop. These squares must be coloured black to correspond with the others. Colour every other one.

Next, taking your green crayon, colour all space between these middle squares and the outside ones. The space directly behind *A* must be filled in with green too. This is the Garden to which the magic little door led. Before it, you will remember, there was a glass table and upon it was a bottle labelled *Drink Me*, and a cake with the words *Eat Me* in currants. You will need to make the little door

The Alice in Wonderland Game

that leads into the Garden, and in place of a glass table you may use a reel that has a round of cardboard pasted over its top. *Eat Me* is a round white pebble—which you use, of course for play (and which nobody but a homely ostrich would ever



think of eating). *Drink Me* is a black pebble. (A white bean and a red bean may be substituted, if cook has them in the kitchen.)

To make the little magic door, take some small cardboard box about two by three inches in size. Upon its top draw a small door with your crayons, so that the lower half of the door is identical with the end rim of your small box. Then cut this door

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at top, down one side, and across the base. It will be a real little door then. You may easily open and close it, but it must be left closed till you or the White Rabbit have a chance to go through into the Garden beyond.

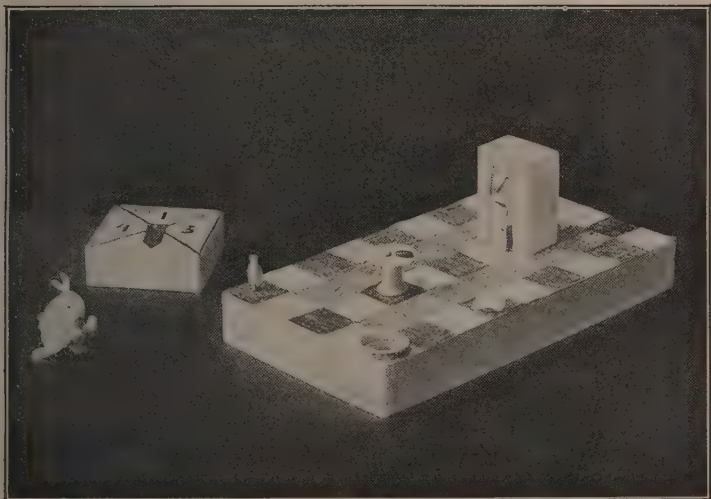
After the door has been made, draw and colour a crimson curtain looped back at the side of the box. When you look at your Alice in Wonderland's famous pictures, perhaps you will see a curtain at the side of the little door like this. Glue the magic little door in the space marked *A* in the diagram.

All is ready now except the little table. Make this with an empty reel placed on end. Glue this, when finished, to the second dark square that is in the line across the centre of the game-board leading to the magic little door.

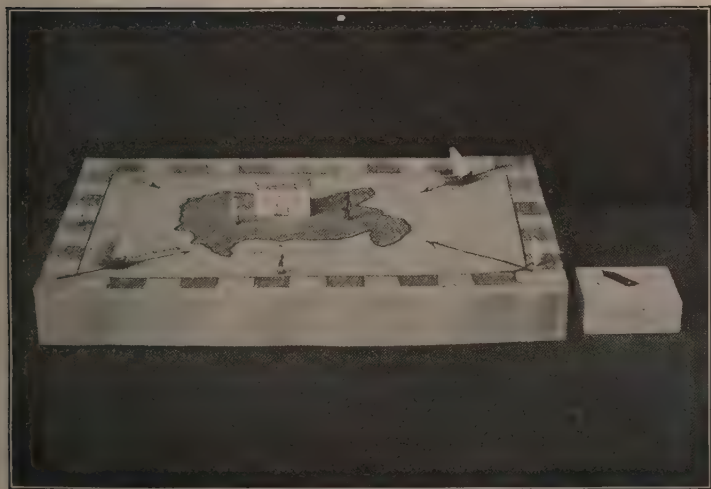
If you wish to have a pretend Rabbit Hole for Alice and the Rabbit to *pretend to* scurry through, a small round pill-box lid will suggest the play. It should be placed on the game-board at the right-hand forward corner. Glue it in proper position.

Alice is a penny doll made to stand upright by being placed in a bit of plasticine or clay that holds her feet and forms a standard.

The Rabbit may be a tumble-toy, or a china rabbit, or a rabbit cut from cardboard and placed like the one in the picture of the game upon a standard like that used for the doll, Alice. This rabbit is upon the squares of the game-board at the right of the picture.



The Alice in Wonderland Game, drawn on a Boot-box Lid. Maybe *you* will go through the little Door into the Garden



The Game of Peter Pan, drawn with Crayons on the lower half of a Cardboard Blouse-box and played with Penny Dolls for Peter and Wendy and the Lost Boys



The Alice in Wonderland Game

Make a counter as for many other games and divide the surface of the box into four equal sections. Number these 1, 2, 3, 4.

HOW TO PLAY

Two may play this game. One player is Alice and the other plays the Rabbit.

Count out for beginner.

Play is made in turn.

Play begins at the Rabbit Hole and goes up the squares at the right-hand side of the box, across the top, down the left-hand side and up the middle, till it comes to the portion which leads toward the Little Door.

A count of 1 turned upon the counter entitles a player to enter the game. This he does by placing his figure of Alice or the Rabbit in the Rabbit Hole which is at the right-hand forward corner of the game-board.

When a player reaches the square before the little table, he is supposed to have the little key to the door. If he turns 2 on the counter it is *Drink Me* and he shuts up like a telescope to go forward, next turn, through the Little Door into the lovely garden.

If a player passes by the table, he must go back ten squares and try again.

If a player turns 3 upon the counter when on the square before the table, he takes *Eat Me* and

The Jolly Book of Playcraft

curiouser and curiouser—opens up like the largest telescope that ever was (good-bye feet !). THEN he has to go back fifteen squares and try for the table and *Drink Me*.

A player must go through the Little Door on the exact count needed to pass through, the door space counting *one*. Turns which do not give an even count are forfeited.

The first to go through the little door and reach the Garden wins.

It may be that you will have other toy figures that will work into this game—a tumble-toy for the Mad Hatter, another for the Duchess. Then four may play the game with the same rules. No two figures may ever rest on the same square. If your count would bring your figure on a square already occupied the turn is forfeited.

I have been down the Rabbit Hole,
I've had a jolly play
Pretending I was *Alice*
In a game I made to-day :

I went into the garden,
And saw the Duchess there,
But as she was a china doll,
I really didn't care !

The Game of Peter Pan

MATERIAL—*The lower half of a large box about twenty-four inches long and from fifteen to eighteen inches wide, a small cardboard box about an inch long, some tiny dolls, the two halves of a walnut shell*

A small cardboard box about three inches square for a counter, with cardboard and paper-shank for indicator-hand

TOOLS—*Ruler, crayons, a little plasticine or clay*

SURELY you have read the book called *Peter and Wendy*! Perhaps, even, you have seen the play of *Peter Pan*! Peter Pan, you will remember, was a boy who did not want to grow up to be a man. He wished to stay a little boy always, so he went to the Never-Never Land and became a fairy. The Neverland was a beautiful island where there were Pirates, and Indians, and Mermaids. Peter, and Tinker Bell, a little lady fairy, and all the Lost Boys, lived there. The story tells how Wendy and her brothers went to the Neverland with Peter Pan, and how they built a house in which to live. What adventures they had!

And do you remember the Crocodile? He swallowed a clock, and it frightened everybody to hear

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that dreadful sound—tick-tick—because then they knew that the Crocodile was coming! Really, it must have been jolly to go to the Neverland with Peter Pan! Perhaps you would like to play it some day—so here is the game of Peter Pan, and you can make it all yourself! (I wish that the Lost Boys knew how to make games out of boxes—they'd enjoy doing it so much! If you ever go to the Neverland, really and truly after you are asleep at night, be sure to tell them and don't forget!)

The game of Peter Pan is drawn upon a large cardboard box such as blouses are sent home in. Turn it over and draw upon it with your black crayon.

First, mark off an inch-wide margin all round the edge of the box next to the rim. Using your ruler, mark this margin off into squares each about an inch wide. Make the squares come out as evenly as possible. When you come to mark the last corner division, let it be larger than the others rather than too small. If you are careful, you may make all squares look about the same size.

Colour two diagonally opposite corner squares with blue crayon.

Colour every other square, alternating with white blank squares, in this order: red, black, green, yellow. Red stands for Indians. Black stands for Pirates. Green stands for Crocodile. Yellow is Peter Pan's and Tinker Bell's square, and

The Game of Peter Pan

is the best of all except the blue square that stands for the Neverland's Wendy House.

In the centre of your game-board, draw your Neverland. Make it any shape you think it should be. You may arrange it with the help of your story-book, *Peter and Wendy*, making it quite like a map. Colour the Neverland green.

And now wish for the Wendy House and find a very small box about an inch long :

“I wish I had a pretty house,
The littlest ever seen,
With funny little red walls
And roof of mossy green.”

The little box will be this house ! Colour it with crayons and place it where it belongs upon the Neverland. It is the Wendy House. You may cut its little door so that it will open and close. Cut the top of the door. Cut down one side. Cut the base, and then bend the cardboard you have cut outward. This makes a real door to open and close. For a small sum you may buy little figures for playing this game—six little dolls such as are sometimes put on birthday cakes. You can buy them at any toy shop.

Next, make little balls of clay or plasticine. Press the feet of each doll into a ball and press the plasticine round them. Stand each doll down with a little pressure of the fingers so that it will stand steadily and there you have a Lost Boy or Peter himself !

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You may colour your figures, if you like. Use your crayons. Peter Pan is dressed in green. Tinker Bell is Yellow. Slightly Soiled is brown. Wendy is red. Curly may be violet and Nibs may be orange.

And the Neverbird's nest must not be forgotten ! The two halves of a walnut shell make this. It may have a sail, if you care to make it—just a bit of paper and a pin !

In order to play this game, you will need to make yourself a counter as in other games. Divide it into four sections, and number the sections 1, 2, 3, 4.

HOW TO PLAY THE GAME

Place the little figures of Peter Pan and Tinker Bell inside the Wendy House.

Count out for beginner, using the verse about the Wendy House as a counting-out rhyme.

The beginner chooses his name and figure. Others follow in order. (Two or three may play.)

The object of the game is to reach the Neverland and get into the Wendy House with Peter and Tink. The first to do this wins.

To begin play, one must turn 1 upon the counter. Then the figure that represents the play is put upon a blue corner square. Upon the next move, it goes as the counter directs, moving from right to left, and at the turns after that it goes as the square upon which it stands may send it, if it stands upon a coloured square. If you come

The Game of Peter Pan

to rest on a white square you must turn the counter again.

Red squares (meaning, "Indians! Look out!") send one hastening forward three squares.

Black squares stand for "Pirates!" Go back five squares.

Green squares—tick-tick!—mean "The Crocodile is coming!" If you land on a green square, fly to the Neverland and hide behind the Wendy House. Stay there over one turn and, on your next, start out upon a blue corner square and move toward the left as you did at the start of the game.

Yellow, being Peter's happy colour, sends you to the nearest blue corner square where the Neverbird's nest is waiting to take you safely to the Neverland, if you can obtain the count of 1.

Stay in the Neverbird's nest one turn. Next turn go to the Neverland.

When you have reached the Neverland by means of the Neverbird's Nest, you cannot enter the little house till you turn 1 again! (If you *do* obtain the count of 1, you go into the Wendy House to be with Peter and Tink—and, as this was what you were trying for all along, you win the game!

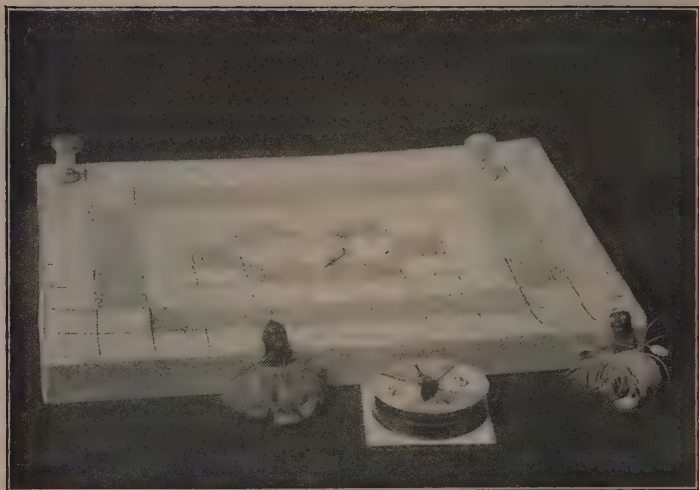
In the picture of the Peter Pan Game, I placed the Neverbird's nests at the two blue corner squares. The arrows just mean that everything points to the Neverland, you want to be there so much!

The Jolly Book of Playcraft

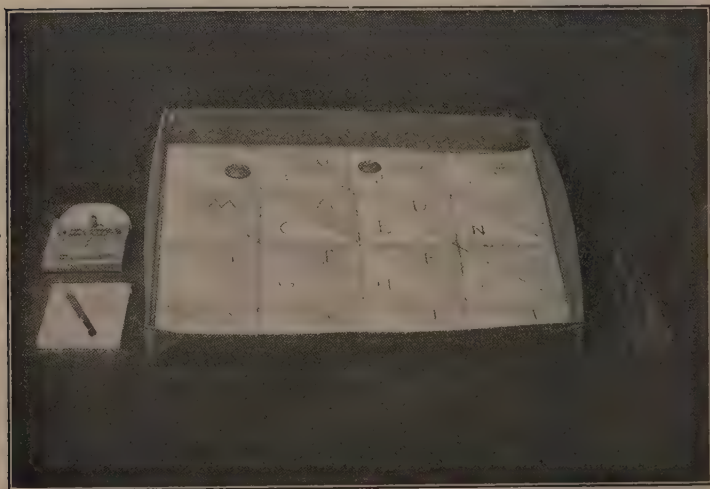
If your game-board should be larger or smaller than that which directions call for, you may have your colour squares come out unevenly, but you can *play* just as well that way—so go ahead !

I made a little Wendy House
With windows and a door,
I placed it in my Neverland
Upon my play-room floor :
And then I played with Peter Pan,
And Peter played with me—
We had a simply splendid time,
As jolly as could be !





Captain Kidd's Treasure Game, drawn with Crayons on the Base of an oblong Cardboard Box. The Gallant Adventurers in Quest of Treasure are Reel People



Who's Who, a Game drawn within a square Box Lid. Can you spell a famous Name with a Toss of the Button? See!

Captain Kidd's Treasure Game

MATERIAL.—*Onehalf—preferably the lower part—of a large box about nine by eleven inches. This forms the game-board. Two coloured buttons of different kinds—or two reels that may be coloured—are used for the men; and a very small box about an inch in size is used to represent the treasure. Anything you wish may be hidden in it—a pebble or a bead*

A box for a counter will be needed, and cardboard and wire shank or pin for the indicator-hand

TOOLS.—*Crayons, ruler*

DON'T you wish you might find a part of Captain Kidd's Treasure some fine day? Ever so many persons have hunted for it and part of it *was* found, but, no doubt, there is more somewhere!

Finding treasure is such an adventure—and an adventure is *always* a splendid sort of a game. Sometimes one has an adventure and one wins—and then, again, one just doesn't! *You* can have an adventure upon a desert island, hunting for some treasure that is supposed to have been put there! Your Desert Island will be a big cardboard box and, if there are no Savages about like those in the picture

The Jolly Book of Playcraft

of my game, you will surely be able to find some either at a Japanese shop or a toy shop. Or, if you prefer, you can 'just pretend' them.

Yet if Savages may be pretend, you *must* have two adventurers to go a-hunting for the treasure ! These you can make yourself with two reels. Mark off faces on the reels as you see those in the picture of the game. Colour the top of one reel red and the top of the other blue. These are Red Head and Blue Top. They are in quest of Treasure, and they have an idea that it is located upon an Island, if they can only reach there !

The Island, as I have said, is a big cardboard box. You need one at least eleven inches long and nine inches wide.

Take your ruler and with it draw upon the bottom of your box making eight parallel horizontal lines like these in the first diagram, each an inch apart. (If your box is larger than mine, you will have your lines a bit farther than one inch apart. You can divide the distance, working out your own problem. It is something of an adventure, if you think of it, just to conquer a problem !)

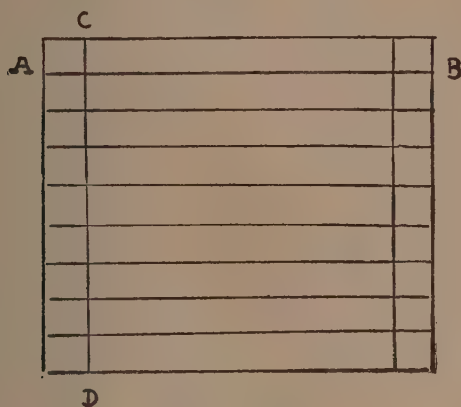
Next, divide the surface with vertical lines one inch apart, or more if your box is not the exact size of mine. There should be ten of these. When you have drawn them, the entire bottom of the box is covered with squares. Some will need to be coloured.

Take your green crayon and colour the space

Captain Kidd's Treasure Game

marked in numbers on the second diagram. If you follow the second diagram, colouring all numbered squares, and counting yours to correspond, it will be very easy.

Inside these coloured squares, toward the centre of the box, leave a space of white squares all the



First Diagram

way round. Next to them, nearer the centre still, omit a corner square of green, again, just as you see it in the picture and as the diagram shows.

Place some very small treasure-box in the very centre of the game-board. The two adventurers, bold Red Head and Blue Top, are in quest of it. They may go about the Island, trying to get it, but only when they find the fortunate clue can they turn down into the second white inner square of

The Jolly Book of Playcraft

the game-board as you see Blue Top starting to turn in the picture. Next time he will go down and round the inner white square till he lands upon another space where he can turn in and come closer to the treasure. He may be able to get it, if he follows the right clue and stops at the right place without going past. There are only two

	2	3	4	5	6	7	8	9		
	2								10	
	2			5	6	7	4		10	
	2		4				4		10	
	2		4	5	6	7			10	
	2								10	
	2	3	4	5	6	7	8	9		

Second Diagram

places where he can find a clue (the square that allows him to turn in), and enter to find the treasure. While he is there, if he does reach the treasure, he must turn up the number 2 on the counter. If he fails to turn up 2, the Savages have frightened him away. He must go out of the game and start afresh at the beginning for a new try! If he does turn 2 upon his turn, he claims the treasure and starts out home with it. He must go back as he came and, if overtaken by the other adventurer,

Captain Kidd's Treasure Game

Red Head, he may lose it ! Red Head may carry the treasure off, if he can land on the same square as Blue Top. (The reel may stand on top of the box or the box be carried on the head of the reel in returning home.)

HOW TO PLAY

Two players may play.

Count out for beginner.

Play is made in turn.

To start, one player spins the counter. He may enter his man on the 'Island' (game-board) at a side opposite the 'clue' opening if he turns up the lucky number 3 for his count. Then he starts three squares on his way, playing toward the right.

When a player stops on a corner where he *could* go in nearer the centre of the game-board, he may do so. Then on his next turn he may enter the inner section of the game-board nearer the treasure, going always from left to right.

Should an Adventurer reach treasure at the centre of the game-board, he may not take it away unless his count while there is 2.

If 2 is obtained, go out on this count with the treasure at the opening diagonally across from the corner where both players started their men. On the next turn, the player's man may

The Jolly Book of Playcraft

go out to the outer rim of the game-board and, keeping his move toward the right, go out of the game, if he can.

Any player who has been to the centre of the game-board after treasure and who finds it gone need not obtain the count of 2 to leave the centre, but may pursue the other player and take the treasure from him, if he can. To do this, he must rest on the same square. (Treasure may change hands many times. It always belongs to the one who *overtakes* another player by actually obtaining a count which brings him on to the square occupied by the treasure-carrier. If the count takes him *beyond* the treasure-carrier he cannot claim treasure.

No more than one man may rest on any square. Others forfeit play that brings them there unless they may claim treasure by this move. Then they get an additional count of one move and go forward upon the square ahead.

One must have an even count to go out and win the game.

I sailed upon the Sea of Box,
Where treasure islands lay,
I landed, and I found the gold,
And carried it away !

The Game of Who's Who

MATERIAL—*A large square hat-box lid, two heavy buttons*

TOOLS—*Crayons, ruler*

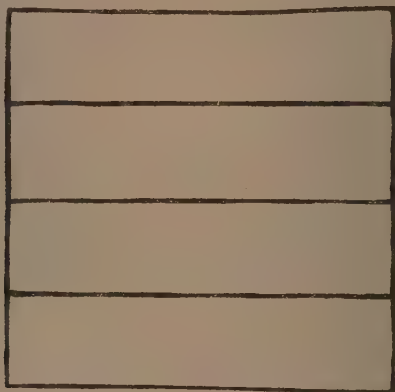
A SHEET of paper and two pencils will be required to keep score when two play the game.

You have played Anagrams, perhaps. In Anagrams one draws little lettered squares from the centre of the table, and one tries to spell words with these. In this game of Who's Who the names of well-known persons are to be spelled. These names may be noted names in literature, or in any other field : history, science, art. You must, however, be able to tell correctly to which they belong and all names must be well known.

In order to draw the proper divisions inside the box lid, to make moves for play, first divide the box lid with three parallel horizontal lines equally distant one from the other. This is quickly done by cutting a strip of soft wrapping paper about an inch wide the length of your box lid. Fold this in half and fold the half again. There will be creases in the paper just where you should draw your parallel lines.

The Jolly Book of Playcraft

Make the marks all round the side of your box inside the rim. When you have made the horizontal lines like these in the first diagram, cross them with three vertical ones.



First Diagram

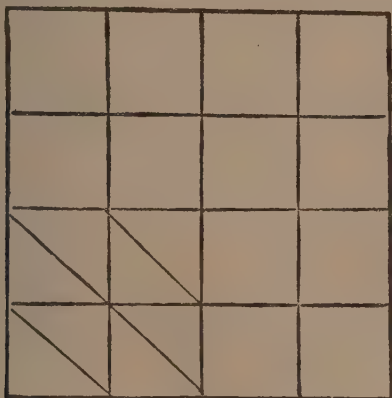
Your box lid is now divided into squares. Take your black crayon and cross these half and half, diagonally from corner to corner to make triangles, as in the second diagram. This will give you thirty-two triangles. Write on each of these a letter of the alphabet.

Repeat the vowels and leave one triangle blank.

Before you write the letters of the alphabet, you may, if you wish, colour alternate triangles as I have done. Use a green crayon, or orange, or brown. It makes play a little more clear.

The Game of Who's Who

Two may play the game or even three or four.
Each must have pencil and paper.



Second Diagram

HOW TO PLAY

Players in tossing buttons sit three feet from the game-board.

Players count out for order of play.

Play is made in turn.

A play consists of tossing two buttons so as to try to obtain the letters of a well-known name :
D-A-R-W-I-N, Darwin ; C-A-E-S-A-R,
Caesar ; B-U-R-N-S, Burns.

A player obtains a letter when his button falls upon the triangle upon which it is written.

After every play, the two letters are written on the player's paper or score.

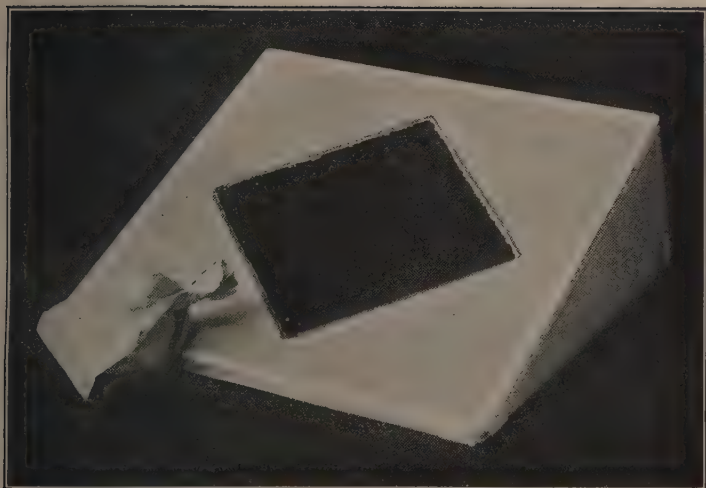
The Jolly Book of Playcraft

The first to spell a noted name with letters wins. It is not necessary to obtain any other than the surname.

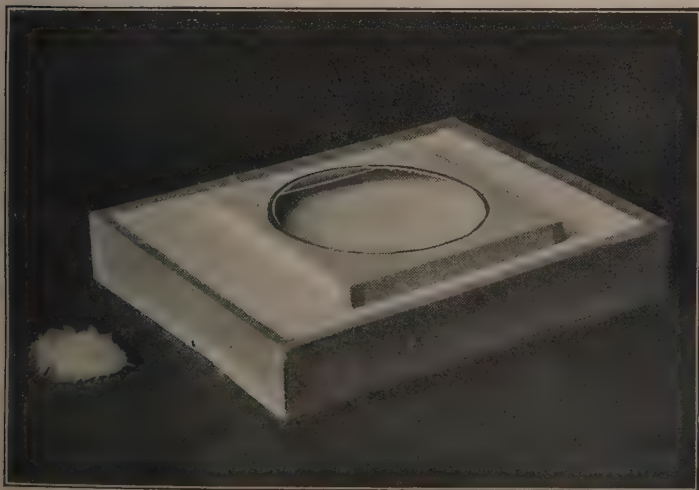
Letters may be arranged on the game-board any way you wish. You may discard some letters that are not likely to be required.

This same game-board may be used for a Geographical Game in which names of cities, rivers, continents, seas are spelled in a like manner. It may be used to spell words only, just as you spell them in Anagrams. To win, a player must make four words.

It must be splendid to be *famous*,
And, when I grow to be a man,
I think I shall DO SOMETHING—
But it's time that I began!



Paper Bean-bag, a Game made from a large Cardboard Hat-box,
and played with small-sized Grocery-bags stuffed with Paper



Feather-fly, an enticing Game played with a Box and a Feather.
Can you blow a Feather ?



The Game of Paper Bean-bag

MATERIAL—*The lower half of a square hat-box, some small paper bags, an old newspaper, some string*

IT takes beans to make bean-bags and bean-bags have to be sewed. Sometimes this isn't at all convenient. Either there are no beans to use or there is nobody to sew the bags. Beside this, bean-bags can't be played in the house for fear that they may break something. (Of course, one *can* play with them, but it is safer not to !) Paper bean-bags, however, you can make without beans and without sewing. You can play with them in the house too.

You can make paper bean-bags with paper bags. Save the smallest ones the grocer sends. Stuff them with bits of newspaper till each bag is heavy enough to toss, and tie the opening of the bag with string quite tight. You should have six small bags.

The game is a toss game and you will need a large hat-box to use in playing it.

Use the lower half of the hat-box. Cut a big square hole in it.

Next, cut off the rim of one side of your hat-

The Jolly Book of Playcraft

box. Cut each side sloping toward this, and there is your game finished !

HOW TO PLAY

Stand six ruler lengths from it, and try to toss into the hole. Toss the six bags in succession.

Play in turn. Count out for beginner and order of play.

The first to make a score of 24 wins the game.

When the wind blows—who cares !—

There's a jolly good game to play,
And when one is busy, who thinks
Of its being a RAINY DAY !

The Game of Feather-Fly

MATERIAL—*A box about five or six inches long, or square, or round, and a fluffy feather about an inch or two long*

TOOLS—*A pair of scissors*

PROBABLY you never supposed that you *could* play a game with a box and a feather! But you can! Two players or four may play.

First, hunt for a downy feather. It will not be difficult to find one.

Next, hunt for a good-sized box and cut a hole in it—one that is about three inches in diameter. If it is hard for you to make a perfect circle, cut a square out instead.

Place the box in the centre of some large table where there is at least fifteen inches to each side of its edge.

Place the feather at the edge of the table in front of the box.

HOW TO PLAY

Players stand opposite each other, each on one side of the table.

The Jolly Book of Playcraft

Count out for beginner and for order of play.

The beginner stands on the side of the table where the feather has been placed. He must try to blow it into the box. He can only blow once.

The next player must try to blow the feather in, where it lies from his side of the table. If he cannot, and it is clear by general vote that he cannot, he may, for that turn, stand where he wishes. After blowing one puff, he comes back to his place.

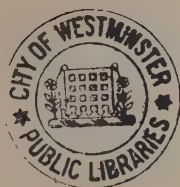
The first to blow the feather into the box wins.

If a feather floats off the table, the next player starts it from the centre of the edge of the table on his side.

The game may be played 'partners.' In this case partners stand opposite each other and no player may leave his side for any play. He may, however, blow the feather toward his partner to such a place that it will be difficult for the player following him to reach it as he might like. In this case a combined count of 3 is the count that wins the game.

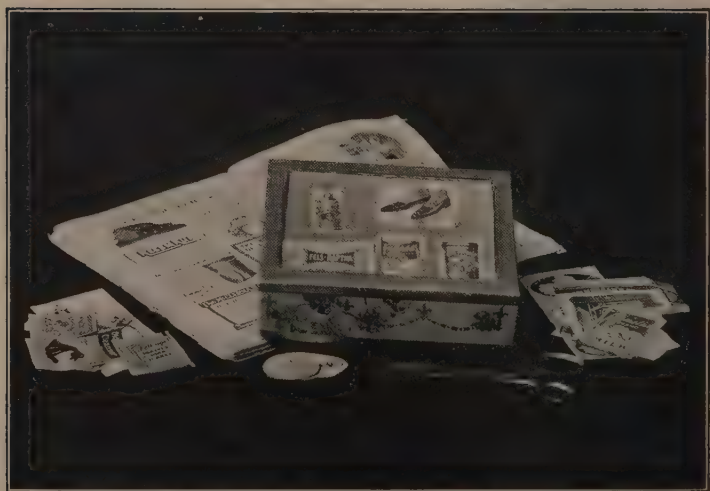
There is magic all about you,
And you'll find it every day
In very many little things,
That surely come your way!

If *boxes* will make happy games,
And feathers turn to fun,
There surely should be gaiety
Enough for every one!





The Shopping Game, in which the Shop Counter is an oblong Box
and you buy all you can



The Game of Remember, a little Memory Game played with a
Box and Cut-out Pictures

The Shopping Game

MATERIAL—*Some old stores' catalogues that have pictures, a large box lid for a store counter, about a cupful of dried white or brown beans, the round or square lid of a small box about an inch square or round, and a small bit of stout stick as thick as an ordinary pencil*

TOOLS—*Scissors*

IT is always good fun to play Shop and here is a game called Shopping Game in which you play Shop, buying whatever you may wish from a counter. The game is played with beans for money. If you wish to make it, find some illustrated catalogues such as are often sent from big general shops and co-operative stores.

Beneath the pictures, or close to them, there are the prices of the articles pictured. Cut out the pictures in neat squares and write beneath each its price. Prices should be in even numbers of shillings. You should have about twenty-five or thirty-five *things*. Do not cut the very large ones but, so far as is possible, use small pictures about an inch or two square.

Place these, when numbered with price, upon the big box that represents the shop counter.

The Jolly Book of Playcraft

Find some haricot beans to be your 'money.' A cupful is sufficient. Give each player fifteen beans. Place the rest aside in a pile by themselves.

For counter a top is used in this game. Spin it and wait till it stops. The side it rests on determines the player's count. The count that it gives a player entitles him to take new beans from the large pile. It is made with the lid of a small square cardboard box by dividing its surface into four equal parts and numbering these 1, 2, 3, 4. (Draw diagonally from corner to corner.)

Run a blunt-pointed bit of stick about two or three inches long through the centre of this box lid and glue it fast, if need be, to make it firm. Spin the upper part of the stick between your fingers, release it, and then let the top twirl till it falls upon its side. The number marked on the side the top falls upon is your count. Take as many beans as the counter gives you. Add these to your pile and make your play of purchase. Only one article may be bought in one play. (Any counter may be used in playing this game, but whatever one is used should have no higher count than 4 upon it.)

HOW TO PLAY

Two or three may play this game.

Play is made in turn.

Count out for beginner.

The Shopping Game

Each bean counts as a shilling.

All players must miss turns if they have not enough beans to purchase. They must wait till the counter gives these in play.

When all articles have been sold, the winner is he who has most beans left in his pile and who has purchased the most articles.

I like to snip with scissors,—
And if, perhaps, you do,
You'll like to cut out pictures
And make a Shop Game too!

You mustn't spend your money
Quite recklessly, you know,
For money's very handy
And it is quick to go!

The Game of Remember

MATERIAL—*A box of good size, the advertising pages from two magazines*

TOOLS—*Scissors*

DO you see things quickly? Do you remember well? How well can you do either of these? There is no jollier way to find out than just by turning it into a game in which you pretend to be looking at a shop window, and in which you tell on the count of five all you see there.

Two may play the game. Each has scissors and each cuts out whatever pictured articles please him from magazine advertisements: soap, books, shoes, watch, breakfast food, and so on, up to ten articles or twenty.

The box for Shop Window is placed between the two who play. Play is started as soon as each has cut out ten pictures. Neither may see what pictures the other player has. Only familiar objects may be used.

Cut these out without printing if you can do so.

Do your work neatly.

The Game of Remember

HOW TO PLAY

Play is made in turn, two playing.

Count out for beginner. This player selects one from his cut-out pictures and places this on the Shop Window. The other player has meanwhile blindfolded his eyes. When the signal, "Look!" is given, he examines the shop window while the first player counts five as rapidly as he can. On the count of "Five!" he must cover his eyes and tell what he has seen. If successful, the play is repeated with two pictures, one old, one new, still on the count of "Five!" If still successful, yet another picture is added on the same count. This continues on the count of five till a player has passed five different articles and can remember them in their exact order. After five articles, the count is *ten*.

The first to be able to name the ten different articles in order correctly wins.

As soon as one player fails, the other starts to arrange Shop Window and the order continues from one onward. After a failure, some new picture is started at the first part of the game, and a new order is given.

It may be that you can remember even beyond the number of ten articles! For each additional five, a new count of five is added by the one who gives the signal, "Look!"

The Jolly Book of Playcraft

After you have gone as far as *ten*, all correct, see
how much farther you can go !

I like to work—

I like to play—

WHICH one is best ?

Oh, can you say ?

I like to work—

I like to play !

And BOTH are good .

For every day !

The Game of Going to the Mill

MATERIAL—*A large square hat-box lid or the lower half of a box that is this shape and size, one small box, square or oblong, two small round or square pill-boxes, ten haricot beans*

A counter for this game is made from a small cardboard box about three or four inches square, or round ; a bit of cardboard is needed from which to cut an indicator-hand, and a pivot, for it to turn and spin upon, should be a round wire paper-shank

TOOLS—*Ruler, compass, crayons, scissors*

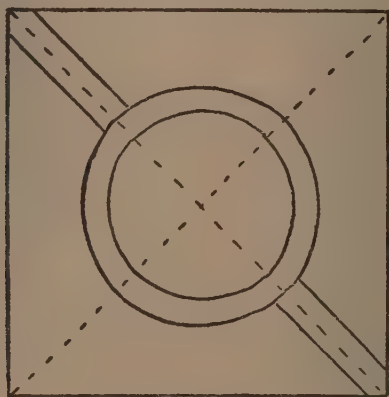
ONCE upon a time there were some little dwarfs to whom a kind miller offered sacks of flour. Each dwarf lived at the opposite end of a great green plain, in the centre of which was the miller's mill. Each little dwarf wanted as much of the flour as he could get, but only one sack might he fetch at one trip. Which little dwarf had the largest number of flour sacks? No! This isn't any problem in mental arithmetic! It is a game! You can make it and find out the answer. The dwarfs were four: Benny, Bobby, Tip, and Tim. Shall I tell you how to make the game?

Find a square hat-box or its lid. This is to be

The Jolly Book of Playcraft

made into a game-board. If there is printing on the cover of the box, either paste some brown paper entirely over the cover and trim it neatly at the edge of the box or, more simply, turn the box over and draw upon its bottom as directed.

First, the inner circle must be drawn. Take



First Diagram

your compass and draw one about eight inches in diameter. Where you have no compass, use a small round plate to give the outline to your circle. Draw lightly with pencil and outline your work afterward, when quite correct, with black crayon.

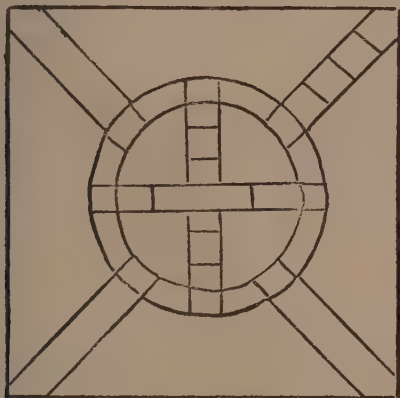
Draw a second circle, larger than the first, so that its circumference forms the even roadway round the mill.

Join to this, from each corner of the board, the

The Game of Going to the Mill

dwarfs' roads that lead to the Mill Road, as in the first diagram.

Next, through the circle, running across the middle, draw another 'road,' and also one crossing this the other way at right angles, as in the second diagram.



Second Diagram

Last, divide these all into sections as you see them indicated in the picture and second diagram. Colour the squares alternately brown. Colour the rest of the box, except the 'roads,' green.

In the centre of the game-board, place the little box, standing it on end to represent a mill. Cut some small sails out of cardboard and run a pin through them at the centre. Press the pin into the box and there is the Miller's Mill.

The Jolly Book of Playcraft

Now, to begin, place ten haricot beans within the Mill. These are the white sacks of flour which the Miller offered Benny, Bobby, Tip, and Tim. Are only three of you to play? *Did* you say only *two*? It really doesn't matter: you can be Benny and Bobby this time, and Tim, if you like, may or may not enter this game. Four *may* play; three may play; two may play. Each player's move on the game-board must be represented with a button. Buttons must be sufficiently different in shade to be easily distinguished. A crayon mark in colour will generally fix that.

Each may have half a pill-box in which to keep gains at his corner of the game-board.

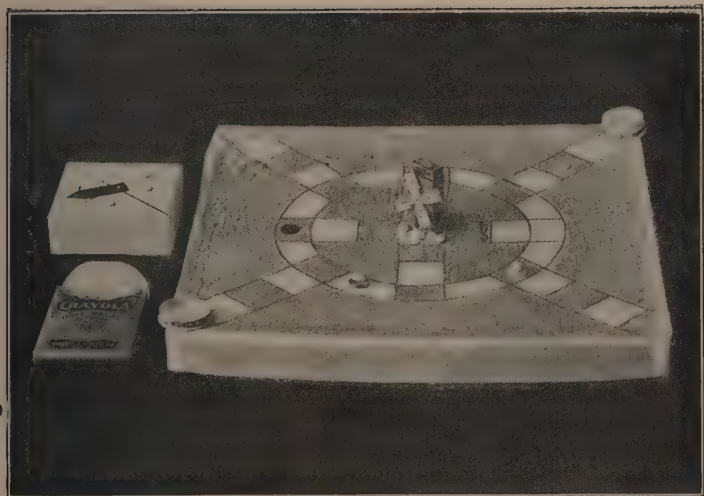
In case of a tie add new beans in the Mill till winning is made clear.

HOW TO PLAY

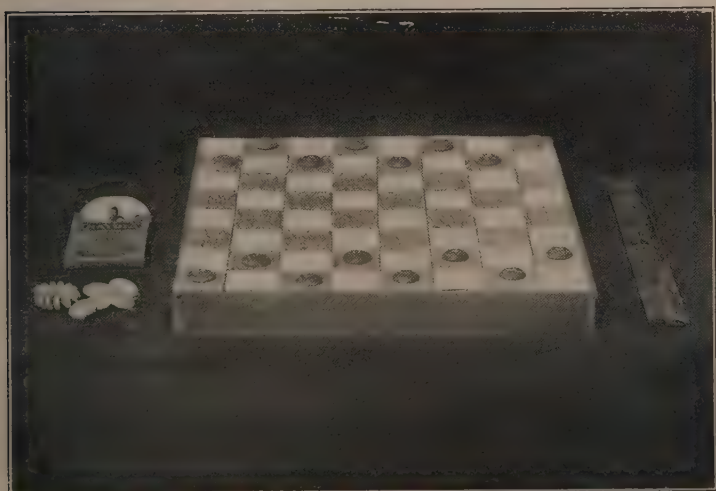
Count out for beginner and order of play.

Players play in turn.

Each turn is a spin of the counter and a move upon the game-board in any direction desired so as to reach the Mill. If a count carries one beyond a cross-road that leads directly to the Mill, one must continue to go round till one obtains the count that permits one to rest at the opening of a cross-road leading toward the Mill without change of direction. One must wait there till one turns the proper count to



The Game of Going to the Mill, in which the Miller has a busy Time



Box Draughts, made on a square Hat-box Lid and played with coloured Button-moulds



The Game of Going to the Mill

reach the Mill exactly. Then one may take a sack of flour (a bean) and go home as speedily as possible. On arriving at 'home,' the corner square from which play was started, the bag of flour is deposited in the house (half a small box), and the player starts back to the mill for more.

At the last, if any player is free, having just deposited his sack of flour at home, and if there are no more sacks to seek at the Mill, he can then try to overtake some player who has a sack of flour and is going home with it, and try to take it away. If he can rest upon the same square as this other player, he may take the sack. It is, however, *his* only so long as he can keep it. The other player *may* take back his property and the contest over it may be lively. Only in case of a tie are beans added at the Mill. One should be added at a time, till definite winning is made.

I like to play this little game
Of Going to the Mill,
I played it when I stayed in bed
But wasn't very ill:
Dear Mother played it with me,
And glad was she that day
To think that *I* could make a GAME
That was such fun to play!

Box Draughts

MATERIAL—*A square hat-box or its lid, sixteen large wooden button-moulds*

TOOLS—*Ruler, crayons*

ALMOST every one likes to play draughts, but it isn't every one who owns a draught-board or who has one at home when he wants it. You may make a draught-board of your own, if you wish it any time. You will need a large square box lid such as come with hat-boxes. If it has print upon it, paste some clean brown paper all over the top and trim it off neatly round the sides. The lower half of a hat-box may be used in place of the lid, if you prefer.

You know what a draught-board is like, don't you? It is all divided into small squares coloured usually black and white, alternately.

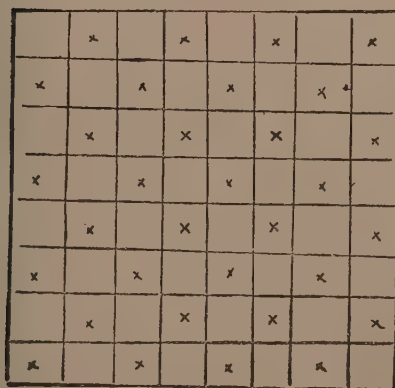
An easy way to measure spaces for your draught-board that is to be made with a box, is to take a thin piece of brown paper and cut it in a quarter-inch strip the exact length of one side of your box. Fold this piece of paper into half; fold the half to make quarters; fold the quarters to make eighths—and there you have your measurements!

Box Draughts

Unfold the strip of paper, and, placing it along each side of your box in turn, make a mark where a folding comes in the paper. First, join these from side to side vertically parallel.



First Diagram



Second Diagram

The Jolly Book of Playcraft

Next, cross these lines with others running from the two other sides to join similar points horizontal and parallel. This gives the squares needed for the game-board.

Colour these as you see indicated in the second diagram by small crosses. Each square that has a cross upon it is to be coloured black. In colouring, keep your lines as uniform as you can and run all in one general direction. This tends to make your work appear neat.

The button-moulds are used in playing the game. Eight may be coloured red and eight yellow. Both top and bottom of the button-moulds must be coloured.

HOW TO PLAY

Two players may play.

Play is made in turn by moving from one square to the next or by jumping over as many men as space allows. Only one man may be jumped over at one time, but you may jump as many others, singly, as you can.

If you see a move to jump your opponent's man, you must take it. Always jump as many of your opponent's men as you can.

Men once jumped over are taken off the board.

A player tries to move his men to the opposite side of the game-board. When a 'man' reaches there, he is 'crowned.' In Box

Box Draughts

Draughts, when a man is 'crowned,' that button is turned over.

The one to win is the one who can take the largest number of men.

Ordinary 'men' can move forward only, and forward to right or left. A 'man' crowned king may move in any direction he pleases.

I made a draught-board by myself—

It wasn't hard to do—

And, if you'd like a game of draughts,

Why, you can use it too!

The Fairy Tale Game

MATERIAL—*A large oblong box lid about twenty inches long and twelve inches wide to make the game-board, a small box about an inch in size to make the Witch's House, a larger box, tall, to form a Castle, a bit of cardboard from which to cut a Dragon, a button-mould and a bit of stick to make the guide-post, a small box lid to make the Enchanted Gate, a wee doll figure for the Princess, two lead soldiers for Knights. A box, cardboard, paper-shank or pin, etc., will be needed to make a counter*

TOOLS—*Scissors, crayons*

ONCE upon a time, there was a Witch. Why she did it, nobody knows, but she imprisoned a Princess in a high tower and put a yellow Dragon in charge to prevent her running away.

Everybody wanted to save the Princess, but there were ever so many things that prevented this! One reason was that at the entrance of the Castle Grounds there was a Magic Gateway. Nobody could open the gate and reach the Castle Grounds unless they knew the password.

The next reason why persons failed to reach the Princess was that there was a guide-post placed "where three roads meet." This directed

The Fairy Tale Game

one quite wrongly, if one didn't know better. And there was *another* reason, the Dragon that guarded the Castle! Beside all these, there was the Witch herself! Indeed, as you can see, it was very difficult to rescue the Princess.

But one day, a Black Knight and a White Knight decided that they were brave enough to try. And *did* they save the Princess? AND which one rescued her? THAT is the game you play to find out the answer. When you play it, you will see which one learned the password first; which one was too clever to be misled by the guide-post; which one got the better of the Dragon first; which one cleverly avoided the Witch; and which one rescued the Princess!

You will need to draw the game-board upon your box lid with crayons.

First, with black crayon, mark off the line *A-A* as shown in the diagram. At the left, follow this with *D-D*. At the other side, make *B-B* and at the lower part of the box lid as it stands before you, lengthwise on the table, draw *C-C*. By comparing this with the picture of my game, you will readily see what is what.

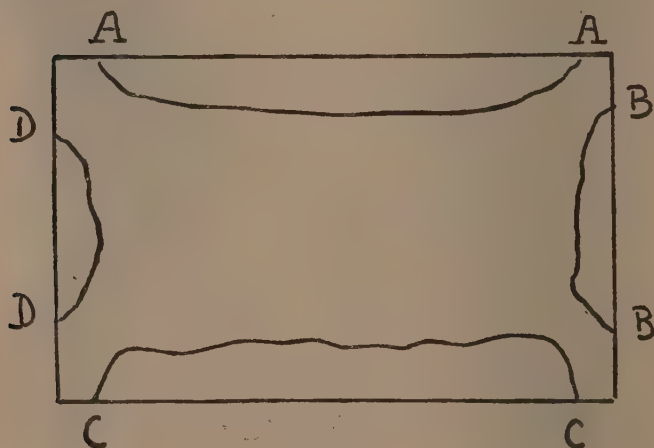
Next, carefully map out the inner part of the game-board, making the figure *H* and *K* as shown in the second diagram. Colour the spaces on which you see small crosses. Make these green, and there you have your roadways!

Next, mark off these roads into sections as

The Jolly Book of Playcraft

nearly like mine in the third diagram as you can make them. Be careful to make every division clear and to make the openings to the Castle Road coincide exactly with similar spaces on the outer roadway.

When these are made, always with careful



First Diagram

reference to the picture, you may begin to do the other work upon your game.

The small box is made into the Witch's House by giving it two windows and a door marked with black crayon. It may have a red roof also, if you like. Paste it where you see mine placed in the picture.

A small square box lid forms the Magic Gate.





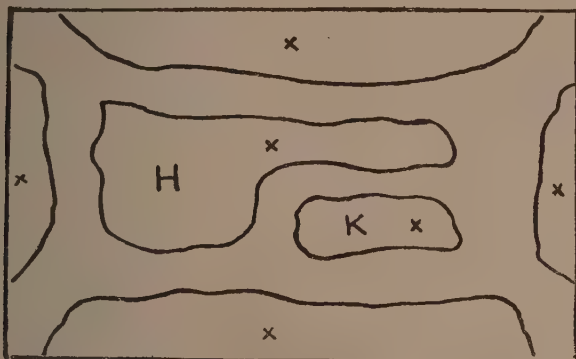
The Fairy Tale Game, made with one big Cardboard Box, some small Boxes, and played with Knights that are Lead Soldiers



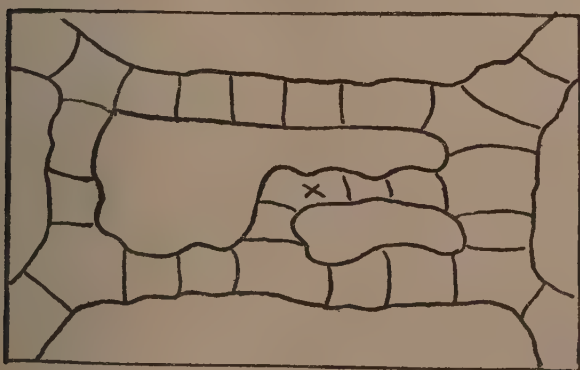
The Game of Books, made from Publishers' Catalogues and played with a Box Counter

The Fairy Tale Game

Mark its bars with a black crayon. It stands in place if glued or pasted. If there is any question



Second Diagram



Third Diagram

of your ability to make it stand upright, run a pin down through its cardboard.

The Jolly Book of Playcraft

The guide-post is a bit of twig, split at the top to hold a strip of cardboard, pointing toward the box-rim. A button-mould makes the stand. The guide-post may be glued into place.

I cut a Dragon out of a piece of cardboard. I coloured mine yellow and green. He stood upright on two flat strips of cardboard that were cut at the top to hold him. He was really a DRAGON. Perhaps you can manage to make a much better Dragon than mine.

The Castle is made from a tall box, of which the base is about two inches square and that is about four inches high. Take off the lid. Cut the rim of the lid so as to make the tower ramparts. This is done by turning the rim upward and removing bits of cardboard from it at equal intervals. Use scissors. Glue this, when cut, to the bottom of your box. Then glue the lower rims of the box to the spot where the Castle should go, marked in the third diagram by X. Tall tower windows may be drawn on the sides of the Castle with your black crayon. Doors, back and front opening on the two roadways, may be made too. Really it makes a very delightful Castle, don't you think so? The tiny doll, such as one may buy cheaply at most toy shops, goes upon the Castle ramparts. *That* is the Princess!

Two lead soldiers are Knights for playing the game. If you cannot find these, you may use two Noah's Ark men. Buttons may be used to repre-

The Fairy Tale Game

sent the players' moves also, if preferred. One light button and one dark answer the purpose.

A counter is needed also. This is quite easy to make. Any three- or four-inch square box may readily be transformed into a counter. A round box the same size will do as well. You see one in the picture of the game. I think small sweets of some sort came packed in it. Make it in the same way as other counters for previous games and divide the surface into four sections, numbered 1, 2, 3, 4. Cut an indicator-hand, and fasten on so that it swings loosely.

You can make up a fairy tale to fit your game as you play with the Dragon, and the Knights, and the Witch, and the Princess.

HOW TO PLAY

Two may play the game. Each must have a Knight to represent his play upon the game-board.

Some toy figures or buttons may be used for this.

Players play in turn. Count out for beginner.

In starting, both players place their figures outside the Magic Gate and stay there till they learn the password. (This is when number 1 is given by the counter's indicator-hand.)

Each player spins the hand of the indicator and moves as many spaces upon the game-board as it permits, going round the board toward the left at the start and continuing round till

The Jolly Book of Playcraft

his man rests on the opening of a cross-road. In this case, he follows the direction of the cross-road at the next turn. If he does not *rest* upon a cross-road square, he goes safely by the false guide-post that directs a player 'out of the game'; past the *Dragon* where a player must stay and 'fight' till he can turn number 1 on the counter; past the *Witch's House*, where a player is kept over one turn. If, however, a player can rest on the square before the opening of the *Castle Road*, on his next turn, he may go in there. As soon as he can turn 1 on the counter, he is said to have rescued the Princess and he starts on the other side of the *Castle Road* and goes out of the game as soon as he can.

After a player has rescued the Princess, neither the *Witch's House* nor the *Dragon* has any power.

A player's man passes them without penalty.

Play is made round the board till a player's man may turn in at some opening of the *Castle Road*.

The first to rescue the Princess, and pass the Magic Gate, on his return, wins. A player needs no password on his return. He may pass the gate on an uneven count and go out.

The Princess may be rescued more than once.

You'd like to fight a DRAGON?

It might be fun to do!—

BUT, you'd prefer a toy one

That couldn't gobble you!

The Game of Books

MATERIAL—One or two book catalogues, some sheets of heavy paper (not cardboard), a cardboard box that is rather large, a small box about four inches square, a piece of cardboard, a wire paper-shank that has rounded sides, some haricot beans or buttons of various kinds

TOOLS—Scissors, paste

PERHAPS you like to play *Authors*? If you do, you may like to make a little game of *Books*. It is not like *Authors*. It is a game in which you draw books from the library and the books instead of being written by grown-up people's authors, may be the ones *you* like best. You may play with *Alice in Wonderland*, *Robinson Crusoe*, *Cinderella*, *The Swiss Family Robinson*, *Treasure Island*, and other books written for children.

These books are advertised in publishers' catalogues. If you look through the pages of some, you will see pictures of children's books. Cut these pictures out. Paste each upon a piece of stiff paper folded to make what represents the two covers of a book. Cut out as many of these pictures as you can find. Where there are no

The Jolly Book of Playcraft

pictures, make the books from folded paper with the printed title pasted on them. This title may be cut from the catalogues. You, of course, will like to choose the books you like best, if you can find their titles.

When you have arranged about twenty-five of these books, or more, place them all upon the box that represents The Library.

You will need a counter to help in playing the game. Make this in the same way as counters in previous games, but divide the top into five sections numbered 1, 2, 3, 4, 5. Cut the indicator-hand and see that it is fixed so as to swing loosely.

Each player has ten beans or buttons.

HOW TO PLAY

Two may play this game. Count out for beginner. Play in turn. Spin the hand of the indicator on the counter. Make play as it directs.

1 entitles a player to draw one book from the library. A player chooses this.

2 entitles a player to draw two books from the library.

3 is "*The book you wish is out.*" You have no further turn now.

4 is *Return one book.*

5 is *You have kept a book too long.* You must return a book to the library, and pay a fine of one bean or one button.

The Game of Books

The first to have drawn and held 12 books wins.

In case of a tie, if you have not made enough books, each player puts back *all* he has, keeps his score, keeps his beans or buttons, and the game is begun in a new round of play. Books are said to be *Called in*.

You may add new books to the number of forty. In this case, increase the score to eighteen books.

In case of a tie, add a new book in the library.

In case a player cannot pay as directed by the number 5 he forfeits Library privileges and the other player wins.

Little Children, pray beware :
Handle story-books with care !
Playmate story-books, ill-used,
Have a right to feel abused ;
Dirty fingers leave their mark—
Horrid tracks all smudgy dark !—
Bindings spotted, pages torn,
Make a story-book forlorn ;
And, I think, they feel it sadly
When you treat their covers badly.

The Game of Four-in-a-Row

MATERIAL—*A square box or its lid, some red and white beans*

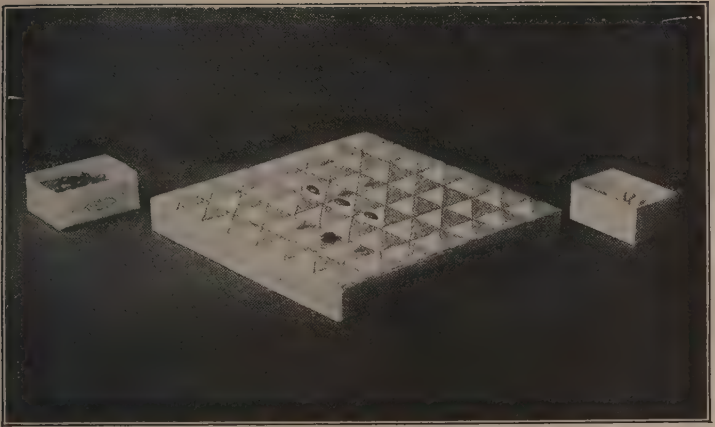
TOOLS—*A ruler, crayons*

HERE is a game you can play with haricot beans, red and white ones. A square box lid or the lower half of some box about six or seven inches square will answer. Crayons and ruler are tools needed for its construction.

Measure off the surface of your box into squares, six or seven to a side, according to the measurement of your box. Each square should be an inch in size. First make the measurements and draw your lines horizontally from side to side of the box where your measurements come. Cross these with lines going from top to bottom of the box vertically. This gives the squares.

Cut each square diagonally, making a mark with crayon. Colour alternate halves of these divided squares — and your game-board is finished.

If you prefer, the game may be played upon the squares but this does not always afford the same amount of room for play.



The Game of Four-in-a-Row, made on half a square Cardboard Box, and played with Haricot Beans, brown and white



A Marble Game, made with one long Cardboard Box, three metal Bottle-tops, and a Box Lid and Marbles



The Game of Four-in-a-Row

HOW TO PLAY

Two may play. Each has a handful of beans, white or red. Each player's beans are of one colour.

Count out for beginner. Play is made in turn.

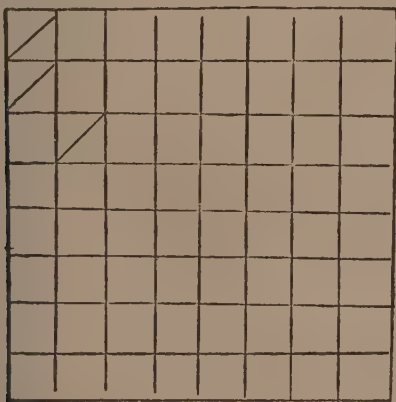


Diagram for the Game-board

Play is made by placing a bean on any triangle, not already occupied.

The object is to place four beans in a row without being stopped by the other player. The beans must go on triangles coloured alike. They may go in any direction.

A player may stop another's play by placing his bean, when his turn comes, at the end of the other player's line.

The Jolly Book of Playcraft

(If your game-board is large enough, you may make the game *five in a row*.)

The game may be played in five rounds and the winner is he who wins the larger number of rounds.

My Treasure-hoard is boxes,
And beans, and buttons too !
I never heard that treasure
Might be so small, did you ?

Perhaps such happy treasure,
Of very little worth,
Is better than the pot of gold,
Where rainbows touch the earth !

A Marble Game

MATERIAL—*The two halves of some large narrow box, perhaps one over fifteen inches long, a large box, oblong, the metal tops of three glass jars or bottles, and at least three small marbles are needed*

TOOLS—*Scissors, crayons, a little glue*

MARBLES are fun. Every one likes them. Do you want to make a marble game? It is not at all difficult. First, you will need a long box. Remove its lid.

Cut out about two inches in the centre of one end rim of the lower half of your box and fit the other end into the box lid at the centre. Two brass paper-shanks, one at either rim of the lid, fasten the two parts of the box securely. Fasten the paper-shanks through both box-rims.

Cut a hole about two inches in diameter in the lid of the box, directly in the centre over the sloping runway for the marbles.

Find some metal caps of jars or bottles that you are quite sure you may have, place these on a square box lid, as you see them arranged in the picture of the game. Draw round their rims with

The Jolly Book of Playcraft

pencil, and cut the cardboard out. Press the tin screw-corks down into the holes you made to fit them, and, after glue has been placed round them, let them dry.

Draw sections round the three sunk metal caps as you see them in the picture, and colour each section with crayon, making each a different colour. The two side holes belong to the corners. The middle one to the centre. That's easy !

Now, drop a marble through the upper hole and see if it will go into a hole made by a metal cap. Didn't do it? Try again !

HOW TO PLAY

Two, or three, or more may play this game. Three marbles are used. Each player uses these. Count out for order of play. Play is made in turn. The middle hole near the slope counts one, the others two.

The game may be played in as many rounds as are necessary for a player to make a score of nine. The first to do this wins.

I found a box and made a game,
And p'r'aps you'd like to do the same :
Some marbles helped this game of mine ;
They hurry down a steep incline,
And into little holes they drop,
Or, in some corner place they stop !
It is such jolly fun to play,
I hope you'll make the game some day !

The Garden Game

MATERIAL—*The lid of an oblong cardboard box, one at least eighteen inches long, ten large button-moulds, some twigs that fit firmly into their holes, some tiny scrap pictures of flowers or else some very small artificial flowers. Two little dolls may be used in the play, or two Noah's Ark ladies*

Material for a counter will be needed, which must be made as frequently described in other games. It should be divided into four sections, numbered 1, 2, 3, 4

TOOLS—*Ruler, crayons, compass. A little paste or glue may be required*

IT isn't every day that one can make a garden, but almost any day, even when snow is on the ground, one can make a Garden Game! In the Garden Game, one may plant and have flowers in blossom even when the January thermometer is below zero. The garden is within the lid of a cardboard box and you must arrange it with a path that runs round the garden just inside the box-rim. The box-rim that stands erect forms a fence. You may cut a gate at each end of the box-rim. Both gates cut should be at the centre of each end rim and both should be at least an inch wide.

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Now, when you have made the gates, lay your school ruler inside your box by the side of the box-rim. Draw on its inner side, making a black crayon line to mark your path. When you have made this path evenly all round the sides of your garden-box, start at the gate, and divide the path evenly into, as nearly as possible, one-inch spaces. You should be very sure that the square by your gate is the size of the gateway and that the gate opens directly on it.

When all the path round the garden is divided properly, count three squares from the upper right-hand corner and from the third square start a pathway down two or three squares to a round flower-bed. The flower-bed may be drawn with pencil and compass, and outlined, later, with black crayon. A similar garden-bed must be arranged for at the lower left-hand side of the box, three squares from *that* corner.

Now, after all first divisions in the paths are clearly marked off with black crayon, lightly colour the paths with brown crayon. Colour garden-beds brown also. The rest of the game-board inside the paths is grass and should be made green with your crayon. This finishes the game-board.

The game is played with tiny 'plants.' Each is made by placing a small stick in the hole of a button-mould so that it stands firmly. The button-moulds, which are ten in number, should be coloured also. Half may be made brown and

The Garden Game

half green. Glue a little stem of twig about an inch high upright so that it stands in each button-mould. Clay or plasticine may take the place of glue to keep the end of twig steady. These are the 'plants' for playing the game.

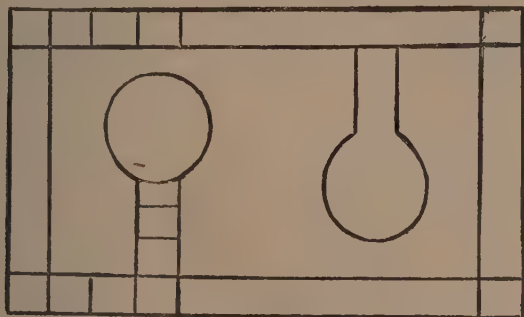


Diagram for the Garden Game

They are said to be 'purchased' and must be carried to the individual player's garden-bed, and planted there. To win the Garden Game, the plants must have flowers and bloom! That's not half as hard as it sounds, however!

A counter is used for this game. Make it from a round or square box. Divide into four sections, which must be numbered 1, 2, 3, 4. Cut out and fix an indicator-hand and fasten it loosely so that the hand will spin freely about with the paper-shank as its pivot.

Small scrap-pictures of flowers may be purchased at toy shops. They are sold in sheets, the flowers

The Jolly Book of Playcraft

about a quarter of an inch in size. These may be used in the Garden Game. If you cannot obtain them, small flowers may be cut from bits of wall-paper, or perhaps you have an old bunch of artificial flowers at home? These will answer. You should have ten small flowers. The flowers are placed on top of the ends of twigs as they are won.

Two doll figures may be placed at the gates of the garden and left there. Each player owns the gate next which his doll is placed. Moves on the game-board, however, are not made with these but with the 'plants' which each player desires to place in his garden-bed.

HOW TO PLAY

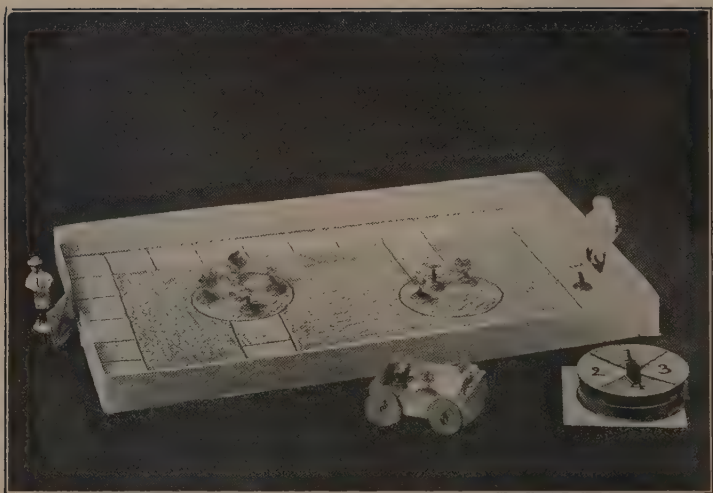
Two players may play. Each has five button-moulds arranged with twigs as 'plants.' Each must try to place these in his garden-bed. Each must try to make his plants bloom. They 'blossom' when a player obtains a flower to press down on the twig that serves as plant-stem.

Count out for beginner.

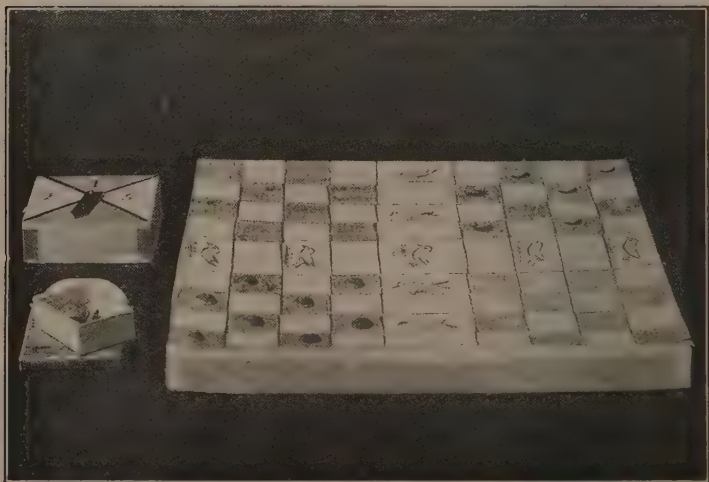
Play in turn.

To start, spin the counter's hand. Move one of your plants through your gate and down the pathway to the garden-bed *farthest from your gate*. Move as many squares along the path as the counter directs.





The Garden Game, a Game in which each has a chance to make a pretty Flower-bed



The Happy Game of Blue Bird, in which the Winner finds the right Blue Bird of Happiness

The Garden Game

You must have an even count to place your plant in the flower-bed. If you can turn up *1*, *after this*, you obtain a 'flower.' If not, you start to move another plant on your next turn and you use the next numeral *1* to take whatever 'flower' you wish. This is then placed on your plant, and every time you obtain a 'flower' you are entitled to another turn. You may take only five 'flowers.'

'Flowers' may not be taken till *after* plants are placed in the garden-bed to await 'blooming.' The first to place five plants, and have all in bloom, wins the game.

Colours on button-moulds distinguish players' plants, each player having chosen button-moulds coloured with his own colour.

Mary, Mary, quite contrary,
Had never a garden half so fine;
Silver bells and cockle shells
Won't make a plot so gay as mine.

Here's a garden-bed all blooming,
Summer flowers of every hue—
Roses, hollyhocks, and daisies,
Lavender and violets blue.

Though December's snow is falling
You may still pick summer posies;
Come and bring a basket with you
For my mignonette and roses.

The Happy Game of Blue Bird

MATERIAL—*A square hat-box lid for the game-board, a small square or round cardboard box about three or four inches in size for the counter, a round wire paper-shank for pivot upon which to place the indicator-hand. Each player must have four button-moulds*

TOOLS—*Ruler, crayons*

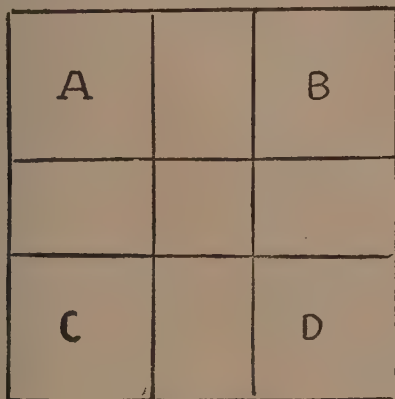
HAVE you read the story of how Tytyl and Mytyl went to find the Blue Bird? If you have, you will remember that they saw many birds that were blue but none proved to be the right one till they reached home. Here is a little game of Blue Bird that you yourself can make. A square hat-box lid forms the board. If there should be printed matter upon yours, paste a piece of brown wrapping paper over this and trim the edges neatly at the sides of the box.

Each player must have four button-moulds with which to make his moves. Colour four red, four yellow, and where there are other players use two other colours, being careful *not to use blue* as the squares of the game-board are some of them blue and blue button-moulds show poorly on these.

The Happy Game of Blue Bird

Take the small box that you wish to make into a counter and turn it over. Draw a cross over its bottom so as to divide this into four equal sections. Number these with black crayon 1, 2, 3. Leave one section blank.

Cut a hand for the counter from a narrow strip



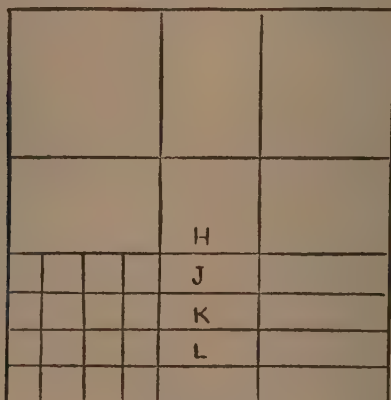
First Diagram

of stout cardboard about a quarter of an inch wide. Point one end and fasten this indicator-hand at the centre of your numbered counter-box, using the round wire paper-shank for pivot.

To make the game-board, first draw a square four inches in size at each corner of your large square box lid. These are shown *A*, *B*, *C*, *D* in the first diagram. Join the inner lines of these to make a cross as shown in diagram.

The Jolly Book of Playcraft

Next, divide each corner square into sixteen small squares by making three division marks on the sides of squares and joining points horizontally and vertically as shown in the second diagram. This forms the squares. Colour them blue, alternating one white square with one blue as on a



Second Diagram

draught-board. Draw the pictures of Blue Birds on the inner sections where you see them in the picture of my game, marking lines similar to H, J, K, L.

HOW TO PLAY

Two or four players may play this game. Play in turn. Count out for order of play. Each player has four similar buttons for *men*.

The Happy Game of Blue Bird

Only one man may be entered at a time upon a count of *x* given by spinning the indicator-hand. The man is entered at the corner square that belongs to that player. Play may only be made on the blue squares and the Blue-Bird squares.

Move from square to square according to the count you obtain, trying to put your man on a Blue-Bird square. He can only be placed on a Blue-Bird square by turning the exact count which will bring him there.

As soon as a man has been placed on a Blue-Bird square, another may be started in the game. Only one man may be entered for play at one time.

Each player enters his men at the corner square nearest him and must place *one* man before starting another.

The first to place all his men upon Blue Birds wins the game.

Such little things make Happiness—
Such little things make play,
That you should be a happy child
Throughout the whole long day!

Little Tots' Letter-box Game

MATERIAL—*A boot-box, a package of fancy post-cards, as many empty envelopes as are given one to use. There should be about forty post-cards and envelopes*

A spinning counter may be used in this game. For this a small box lid and a piece of pointed stick about three inches long will be required

TOOLS—*Scissors, crayons*

LETTERS? Why, everybody likes to have them and every one likes to send them ! There are ever and ever so many picture post-cards coming by the postman to your house, and after these have been kept for some time, there is a collection that nobody knows what to do with ! They overflow albums and boxes ! and still, picture post-cards keep coming ! As for letters—why, letters come every time the postman knocks. Six times out of ten the envelopes are thrown aside, and if you ask, you may have them. They can be used with the post-cards in making a Letter-box Game.

First of all, one must have a letter-box ! It is quite simple to make one : stand a boot-box on end and cut a slit to take the letters that are posted on the part of the box that was the bottom. In the picture

Little Tots' Letter-box Game

of the game, you will see the shape this should be. Mark this on your box with pencil first. Then cut it at each side and across its lower part, from side to side. Press the cardboard inward, after colouring it with crayons.

The box, if you like, may be coloured too.

For a counter, use the lid of a small square box, divided into four equal sections by two lines from corner to corner, crossing in the middle. Number the sections 1, 2, 3, and leave one section blank. Sharpen a piece of stick about three inches long to a blunted point and thrust through the box at centre, so that about half the stick stands out each side of the box lid.

HOW TO PLAY

Two or three may play the game.

Divide the envelopes and post-cards evenly, ten to each player and ten in a central pile. Each should have the same number of post-cards as well as the same number of envelopes, twenty post-cards and twenty empty envelopes for play—more, if possible, dividing all evenly. Where the count is not even, place extra envelopes or cards in the centre pile.

Play is made in turn. Count out for order of play. Spin the counter and do as it directs, if you can.

If you cannot follow its direction, that play is lost.

The Jolly Book of Playcraft

1 on the counter means, you *receive a letter* : take one from the centre pile.

2 means *post a letter* : put one of yours into the post-box.

3 on the counter means *Take all that have been placed in the box*. Your post is a heavy one, I hope !

If the counter falls on the side of the blank section you miss that turn.

The one to get *all* the letters wins the game !

*Rat-tat, Rat-tat, the Postman goes,
"It's someone's birthday, I suppose !"
I've such a heavy post to-day,
Letters and picture post-cards gay,
And every time the Postman knocks
More letters tumble in the box.*

A Santa Claus Game

MATERIAL—*A Christmas-tree Santa Claus, a box large enough to make a chimney (I used one about seven inches deep, and nine inches high), about twenty very, very small boxes. If you have an oblong chocolate-box about seven inches long it will make a sleigh for Santa Claus*

A small box, cardboard for indicator-hand, and paper-shank or pin will be needed to make a counter for this game

TOOLS—*Scissors, pencils*

WHO said *Santa Claus*? Why, you like *Santa Claus*, even if you do not believe in his reindeer! His name stands for jollity and all the fun of Christmas.

A *Santa Claus Game* ought to be a merry one, I think! Suppose you try to make one like mine!

A square hat-box lid forms the roof for the chimney. The box that forms the chimney is marked off all the way round with lines that run horizontally. These are then divided at equal intervals with vertical lines to form bricks. The work may be done with red crayon. Place the chimney upon the roof and put your *Santa Claus* beside the chimney.

Now for the little boxes that are 'presents'!

The Jolly Book of Playcraft

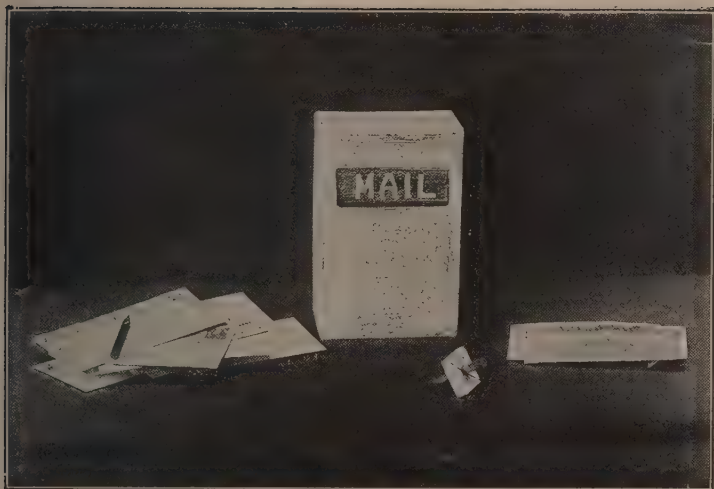
There are ever so many shapes and sizes : round, square, oblong ! The small boxes vary in size from long and narrow boxes to tiny pill boxes. If you haven't enough at home for your game, almost any chemist will fill your hands full of empty ones and charge you so little that you feel sure he must have known that you intended them for CHRISTMAS PRESENTS !

Place these boxes, packed nicely, in Santa Claus' sleigh. The sleigh is merely an oblong chocolate-box which is made to stand on the rim of its lid. Both end rims of the lid are removed and the side rims are pointed behind to make runners. The bit of end that is between these at the top of the lid may be cut off. There is the sleigh when the lower half of the box is mounted on the runners !

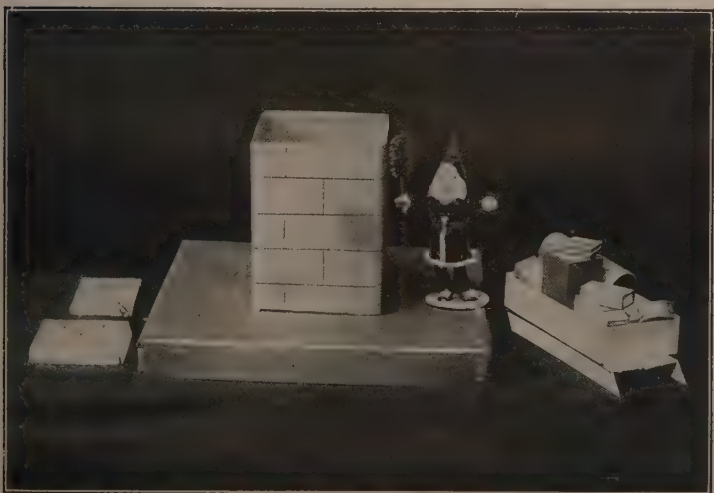
And now comes more fun ! Two of you may start the game and each must have pencil and paper.

There must be a counter, of course, one made from the half of a square cardboard box about three inches in size. You may have made one for another game. In this case, it will be all ready. Three numbers are used, 1, 2, 3. The number 4, if on your counter, does not count. Nothing above 3 is a count.

Begin !—Each player has pencil and plenty of paper from two or three sheets of pad.



Little Tots' Letter-box Game, made from a good-sized oblong Box, and played with a Cardboard Counter and plenty of old Envelopes and Post-cards



A Santa Claus Game, played with a big Box for a Chimney and small Boxes for Santa Claus' Presents



A Santa Claus Game

HOW TO PLAY

Two may play. Count out for beginner.

The play consists of spinning the hand of the counter and taking from Santa Claus' sleigh as many boxes as this permits.

When all boxes have been divided thus between players, each takes his pencil and writes upon a slip of paper the name of something that might be given as a Christmas present. The papers should be about two inches in size and should be folded to go inside the boxes. As soon as a player has placed the name of a gift in a little box, he drops it down Santa Claus' chimney. When both players have finished, the chimney is emptied in a general pile of 'presents' which nobody is permitted to touch except to number lightly with pencil 1, 2, 3. (Only use one number to a box.)

And now to see what is coming to one! The play is started again, players in turn spinning the counter. If its hand gives 1, a small box numbered 1 may be taken; if 2, a box numbered 2 is taken; if 3, a box numbered 3 is chosen. Any choice may be made. Where no boxes are numbered to correspond with the count, that play is forfeited.

Do not open your boxes! At the end of play, players read the names of the gifts they have received and each time write on their paper

The Jolly Book of Playcraft

the number of letters in the word or words.
These are added in a sum and the player
whose count is largest wins the game.

If I were Santa Claus, I tell you what I'd do :
I'd never give to naughty boys or naughty girls. Would
you ?

For every little poor child, I'd have a Christmas-tree,
And each should have a pretty dress and come to play
with me !

The Jolly Game of Zoo

MATERIAL—*Two boxes such as are used for packing large-sized correspondence-cards—these make two elephants and two hippos—the two parts of a blacking-box or similar box with lid, for two giraffes, two small chocolate-boxes for lions, and two others for tigers, two boxes with rims about four inches deep and about four inches long may be made into camels. You should have two cages made from boot-boxes. Score is kept with a cupful of haricot beans for ‘money’*

Material for a counter, a small box, cardboard for indicator-hand and paper-shank or pin to fasten it on, will be needed also

TOOLS—*Crayons, scissors*

WILD animals in this game are the jolliest beasts to play with that I know anything about. They never bite and they never scratch—at least mine never do! How could they when they are just made from cardboard boxes? You may make animals like these and play a game of Zoo with them. Really, you may use almost any box that has deep sides.

My elephant is made from the upper part of a large correspondence-card box. The hippo was made from the lower half of the same box, so

The Jolly Book of Playcraft

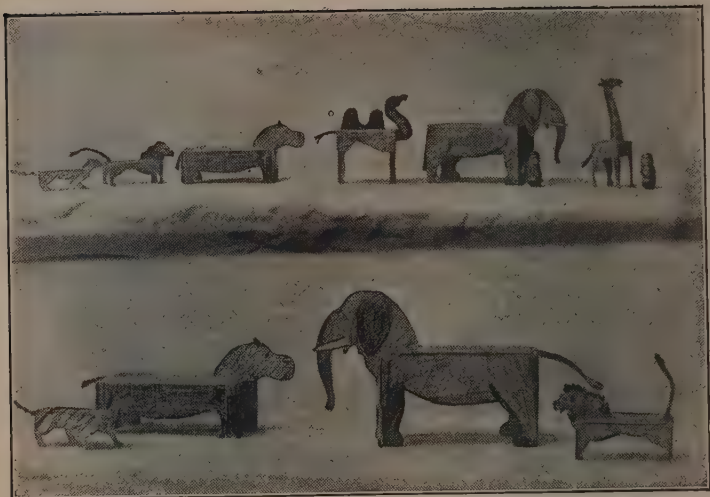
perhaps I'd better begin with him, though I *do* think that elephants are more interesting! To make the hippopotamus, I turned over the lower half of the correspondence-card box to bring the top at the bottom. Next, I went to my large dictionary which has pictures of animals, as all dictionaries *should* have, and I looked to see what sort of a head Mr Hippo has. Then, with pencil, I drew a hippo's head on a thin piece of box lid. I tried to make the head suit the size of box that I intended to use for my hippo's body.

When the head was drawn, I cut it out with scissors and coloured it on both sides with crayons. The hippopotamus should be a greyish black. My elephant was blackish grey. The lion was brown. The giraffe orange with brown spots. The tiger was yellow and black.

I cut the lower half of my correspondence-card box at each corner of the rim, making stubby legs, and I removed the cardboard of the box-rim that was between them, snipping evenly with my scissors. Then, at one end of the box, I made a slit in the cardboard top and slipped the neck of the hippopotamus down through the slit. I added a straight bit of cardboard tail to the other end of the body in the same way.

The elephant was made in much the same way. First, I drew his head, coloured it, cut it out, and coloured the other side. Then I cut his pillar-like legs, making his body. THEN, I cut a slit





The Animals for the Zoo Game



The Zoo when it is completed

The Jolly Game of Zoo

lengthwise in the front top of the body and slipped the neck down into it. I cut another slit at the rear for the tail and put it into place. Then I coloured my elephant's body, too, of course.

My camel—it *is* a camel, because a dromedary has only one hump—was cut from a deep box that was about three inches and a half long. I cut his legs thin and cornered as I cut my other animals' legs—but the camel's were longer and thinner. The humps were pressed into a slit at the top of the box after they had been drawn and cut out and coloured. (My camel was a sandy brown colour.)

Be very careful, when you place your camel's head, to put it in a slit that is made in the forward box-rim and not at the top of the box ! You see, Camel has such a curving proud neck that this is necessary. Look at the picture and see how this is to be done. AND, if you didn't do it, the slit for Camel's neck would probably be the death of your cardboard beast when you made the slit for his hump. He'd probably tear right through his top—and you'd have no camel at all ! The tail is easy. Cut it and slip it in the back of the box.

My lion came from half a small chocolate-box. He was quickly made—merely legs cut from the lower half of the box-rim, head drawn and coloured with a heavy mane, tail cut and coloured both sides, then slipped, as the head was slipped, into the proper slit made for it at the top of the

The Jolly Book of Playcraft

box body. And there was Mr Lion! No fuss, no glue—just FUN!

My giraffe was made from the lower half of a blacking-box. His front legs were longer than his rear ones. His head had a long, long neck and his tail was short and thin, with a switch at the end.

Tiger was different. *His* legs had to be cut so that he would look as if slinking along. I cut them just from one box-rim and not cornered. They had to look as if he would be ready any minute to crouch for prey. If you look at the picture of him in my Zoo, you'll see what I mean.

To play a game with these animals, there should be two cages cut from cardboard boot-boxes. Turn a boot-box on its side and cut the bars on the part of the box that was the bottom. Colour the cages black with your crayons.

Make your counter as for previous games. It should be divided into four sections, numbered 1, 2, 3, 4.

And now you are ready to play the game of Zoo. To play it, you must have at least five animals.

Place the animals and cages on the table or on the floor where you want to play and you're ready.

HOW TO PLAY

Two may play the game. Count out for beginner. Play is made in turn.

Number each animal: elephant or elephants, 9;

The Jolly Game of Zoo

tiger or tigers, 8; lion or lions, 7; camel or camels, 6; giraffe or giraffes, 5; hippo or hippos, 4. .

A player spins the counter. If he obtains 4, he can have a hippopotamus for his Zoo. Otherwise, score is kept and numbers are added till the proper number may be in some way obtained from several plays. (Haricot beans may be used for money, the counter giving one just so many. In this case score with paper and pencil is not needed.)

When a player has three animals, he must try for a cage which is 12. The first to obtain three animals and a cage for his Zoo is winner of the jolly Zoo Game.

These boxes and some paste or glue
Will make a little model Zoo.
My tiger is extremely fierce
And tries in vain his cage to pierce ;
And lion, though he *looks* benign,
Is quite in readiness to dine
Off you or any other child
If once within his reach beguiled.

Hippo, elephant, giraffe,
By cutting boxes into half
And drawing on your common sense.
You'll make with really no expense,
And pass a pleasant hour or two
Upon this Playcraft game of Zoo.

The Game of Scrabble

MATERIAL—*A small shallow box lid with rims not more than a quarter of an inch deep, two long pencils with rubber at the ends, six flat white buttons and six flat black buttons*

THE Game of Scrabble is played by two players upon a long table that is covered with a thick cloth.

Place the small shallow box lid that you wish to use for play at one end of the table opposite the starting place at the other end. All buttons, both black and white, are put in a row at the starting place.

At a given signal, each player starts his buttons; one at a time, toward the goal, using nothing but the rubber end of his pencil to guide them.

Any button that falls off the table must be started at the beginning again when picked up from the floor.

By pressing the rim of buttons hard with the rubber end of the pencil, buttons may be made to hop up and into the shallow box lid at the goal.

The first to get his six buttons into the goal wins.

Play is not made in turn. It is as rapid as can be. No player may touch his button with fingers unless taking it from the floor where it has rolled.

The Game of Scrabble

More than two players may play, if sufficient different kinds of buttons may be found. If a bit of coloured thread is sewed in the holes of buttons, this will be a good way to distinguish them when more than two play.

Some pencils and some buttons,
A box lid—and just see
How these will make a jolly game
And fun for you and me!

The Funny Brownie Game

MATERIAL—*Some twigs, some horse-chestnuts, a cardboard box of almost any size*

TOOLS—*A pocket-knife*

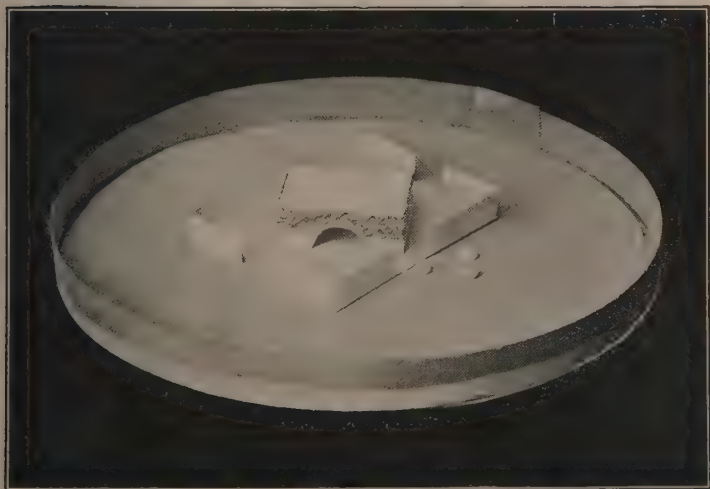
HAVE you ever seen a Brownie? I have. I see ever so many brownies every autumn at nut time. I see them under the horse-chestnut trees in October. They look very like horse-chestnuts!

You may make horse-chestnut brownies yourself. You may even play a game with them out-of-doors in the sunlight. The brownies are always easy to make and the game may be put together in a few moments. First, make the brownies: you may have from one to three or four of them in your game. If you use one brownie to play with, you will need only a small cardboard box for him to stand upon. This, alone, will form the game. If you prefer, however, you may use a larger box with as many as four placed in a row upon it.

The brownies are made this way: take your pocket-knife and outline a face with its blade upon



The Funny Brownie Game, made with a Cardboard Box and some Horse-chestnuts



The Game of Roly-poly, made with three Box Lids and played with three or four large round Beads



The Funny Brownie Game

a horse-chestnut. Make a small hole where the neck of the brownie should come.

Take a small twig and press this into the hole. Then take another nut and make a hole in its top. Press the stick with the face-nut into this other chestnut.

At each side, make a hole upon the second nut that forms the brownie's body. Place small twigs in each hole to form arms. Make legs in the same way.

Take your cardboard box and press the feet of the brownie firmly into the cardboard so that he stands upright. If you make a row of brownies for your game, place these in the same way upon a cardboard box, putting them all in a row.

Now for the game, which is a simple one! Here are its rules.

HOW TO PLAY

Each player gathers ten horse-chestnuts.

Place the brownie on the garden path ten feet away from players. The game consists in trying to hit him.

Play is made in turn. Count out for beginner.

If you hit the brownie with a horse-chestnut, this counts 1.

If you knock the brownie down, it counts 2.

The first to make a score of ten wins.

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Did you ever see a Brownie,
A funny fairy sprite,
Behind the red-gold autumn leaves
A-hiding out of sight ?

Oh, maybe, if you haven't
You can guess how he *might* look
If you have made The Brownie Game
Here in your Playcraft Book !

The Game of Roly-poly

MATERIAL—*A large box lid, a medium-sized box lid, and a little tiny box lid—also three big kindergarten beads of any colour you choose*

TOOLS—*Scissors and some paste*

ROLY-POLY is a game you can play all by yourself! Yes! Isn't *that* funny? Did you ever hear of a game that anybody could play by himself? Well, if you haven't, this is one!

The object of the game is to see if you can roll three round big beads into their home. It isn't as easy as it may seem. Can *you* do it?

Take the lid of a large box about the size of a hat-box. Place within its rim the lid of a letter-paper box. Cut four openings in the rims of the letter-paper box cover as you see those in the picture. Paste or glue this cut lid at the centre of your hat-box lid after removing the cardboard that is at each opening you have cut.

Next, find some very small box lid about three inches square. Cut two openings in its rims, one opposite the other. Turn this over to rest upon

The Jolly Book of Playcraft

its rims, and glue it firmly at the centre of the letter-paper box lid.

Find three big round beads or three very small marbles. Place these in the outside hat-box part of your game-board. Now, by tipping the box and holding it in two hands, see if you can get the three big round beads to go into 'home' at the centre of the game-board. It will take patience, and it will be fun to see if you CAN do it.

After you have used three big beads, try it again with four and then with five. Can you win with five beads? Try it and see!

Now, isn't that a game you can play all by yourself?

It isn't easy work to play
Just with myself alone all day.
And I shall never be as good
As Nursie says all children should.
I mustn't ever make a noise—
She says, "That is the worst of *boys*;
The din they make will never cease,
How *can* a body work in peace?"
She frowns on me and sits and rocks,
And knits her everlasting socks,
And never helps me with my play,
Or tries to pass the time away
By telling tales of aeroplanes,
And accidents to railway trains,
And Christian martyrs tied to stakes,
And Alfred and the burning cakes.
But now I've made a little game
(Just Roly-Poly is its name).

The Game of Roly-poly

I sit upon the floor and play
And keep quite quiet and good all day.
Nurse says she "never *see* a lad
Change round so quick to good from bad!"
Some box lids and a bead or two
Will make this wonder game for *you*.

The Game of Box Town

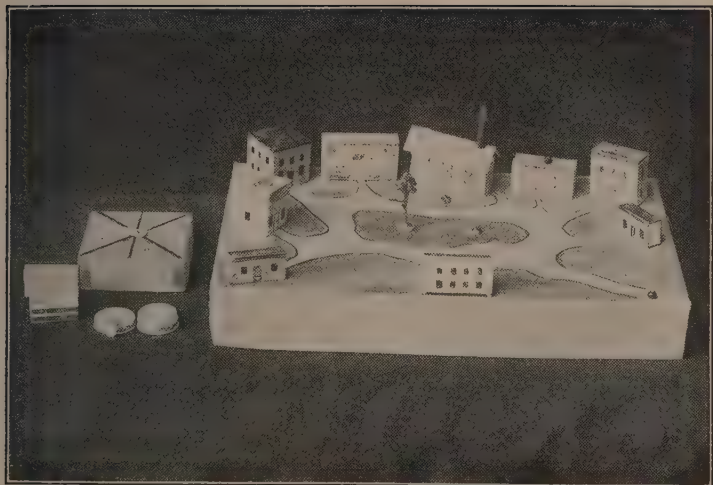
MATERIAL—*One long box lid about twenty inches in size—oblong, or round, or square—also about nine or ten tiny boxes such as jewellers and chemists use*

A small box counter is required for playing the game. Very small black and white glove-buttons or small button-moulds may be used for men to play the game. Should you prefer, birthday-cake dolls can be used placed upon plasticine stands

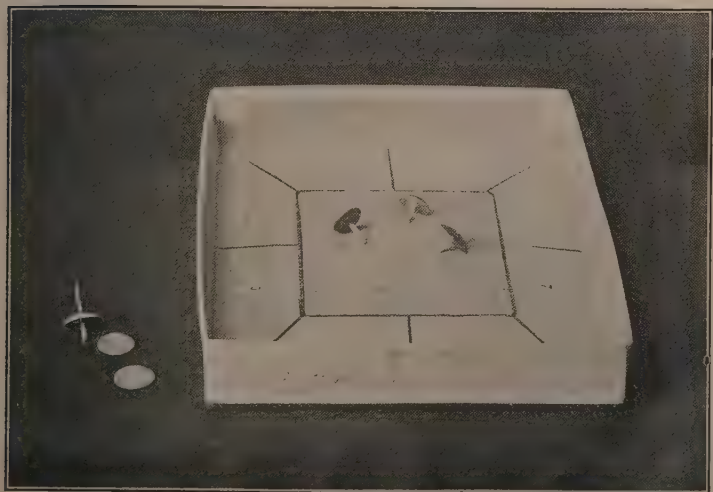
TOOLS—*Crayons and gum or paste*

LITTLE BOX TOWN is a very real little village. There are cottages, and houses, and there is a church, and a shop, and a livery-stable. All of them are made by marking very small boxes with black crayon. You would never think that a village could be made like this but it is easy to make one.

The little boxes that you use for the work may be collected—square, oblong, any shape except round. Stand the box up and draw windows and doors on its sides. The top of each box may be coloured with red or brown crayon to represent a roof. Little green vines may be made to cover the cottage fronts. This is done by using green crayon, of course. All the little buildings may be placed



Little Box Town Game, made with tiny Boxes



The Game of Hundred, made inside a large Box Lid and played with Button-mould Tops



The Game of Box Town

upon a large box lid and with them you may make the game.

Your largest box should be the church or shop. The church has a steeple that is made by poking a pencil-end through the top side of the box you have drawn upon. The point should be upward to form a spire. Fold a narrow piece of cardboard that is cut somewhat longer than the length of your church building. Cut a hole for the spire to run through and place this over the top to form a roof, as has been done to the church in the picture of Box Town.

The shop should have two large windows drawn upon its front.

The hotel and livery stable should be marked out in proper manner also. All little buildings should be named: you may call them the church, the shop, the hotel, the vicarage, the livery stable, Mrs Brown's home, Mrs Jones' house, Cousin Binkie's, the washerwoman's cottage, and so on.

To make the game, place all little buildings round the side of your large box. If you look at the picture, you will see exactly how near the edge of the box lid they should go.

Take your black crayon, now, and draw a road that leads into the village at one end of the box. You will see this at the right of the picture where I have placed the two big beads.

After this, draw pathways leading from each little box-building to join the main road, in the

The Jolly Book of Playcraft

middle of which is the village green. Colour the roads light brown and the rest of the box-top colour green. Gum each building in place carefully so that it opens directly on its own private pathway.

You will need a counter to use in playing the game. It is made with a small square box upon which divisions have been marked off with black crayon. Draw across the box from corner to corner, and from centre of one side to centre of the opposite one. Number each section in series up to seven and place zero on the eighth section. Numbers cut from a calendar-pad may be used by cutting them out square and mounting them on each section, or you may mark them in black crayon.

A cardboard indicator-hand should be made for the counter and fastened on with a round-sided paper-shank or a pin. Be sure that the counter-hand revolves easily on this pivot.

Small buttons are used for 'men' in playing the game. Small button-moulds may be used also—or perhaps you may prefer large round kindergarten beads. Each player's 'men' must be of a different colour so that they may readily be distinguished.

The game is a real little 'trip to town' with many calls and errands to be made. One *must* go to call on Cousin Binkie, one must go to the shop, one must call on the washerwoman to engage her for work, one must stop at the vicarage. All your

The Game of Box Town

little buildings, you see, must be very clearly defined by name.

Start for the game is made at the corner where the road leads into the village. You must have the count of 1 turned on the counter before you can place a man at the beginning of the game where you see the bead in the picture. Each road-opening counts as 1 from where you are. As the buildings are placed in my game, if you should turn 3 from the start, you would go directly to the vicarage to make your call and pass right by the washerwoman's cottage. You would have to go on through the village until you were able to turn into the proper places—those named. When you 'turn in' leave your button at the entrance near the little building.

The first to do all errands in Little Box Town may go 'home' and out of the game, provided he can have the exact count to carry him out. Otherwise, he goes round AND ROUND the village green, stopping by the way. The one who goes home first wins.

HOW TO PLAY

Count out for beginner.

Play in turn. Each player's move is indicated by use of a small coloured button.

Count is given by spinning the indicator-hand of the counter.

The Jolly Book of Playcraft

To enter the game, a player must turn *I* on the counter.

Play is always made toward the right in entering the game. It proceeds thus round the board.

Turn in where the counter directs you.

One *must* call at the vicarage; one *must* go to see Cousin Binkie; one *must* stop at the washer-woman's cottage; nobody can win without having accomplished these three important errands.

An even count is needed to carry a player 'home.'

No player may go home till he has done all the 'errands' assigned. You can arrange to add to the three 'calls' if you like, and make a visit to the livery stable compulsory, to order a trap to take you to the station, or you may decide that you are running short of ginger biscuits and sardines and *must* pay a call at the shop.

The first to go 'home' wins.

Oh, will you come to town with me?
I've many calls to pay.
I'd like to have your company
In Box Town for the day.

I *must* look in on Mrs Jones,
And Cousin Binkie too,
I *must* call at the Vicarage,
Oh, I have lots to do.

The Game of Box Town

My household stores are getting low,
I'm running short of jam,
And blacking, tea, and paraffin,
And ginger-beer, and ham.

So come along to town with me,
We *both* have calls to pay.
How nice to have your company
In Box Town for the day !

The Jolly Game of Hundred

MATERIAL—*One large box lid, either round or square or oblong.
A large button-mould—or two or three button-moulds, if you
have them—also some short ends cut from burned matches*

TOOLS—*Crayons*

IT takes but a few moments to make the Game of Hundred. Find some large box lid about fifteen inches or more in length—one not too narrow, if oblong. Find also some large button-moulds and sticks that fit through their holes.

The game is played on the surface of the inside box. If this lid is round, draw in its centre a circle that is about half the size of the whole. Divide the space that is round the rim into eight equal sections. Outline these with black crayon.

Number each section in series up to eight, counting the centre square zero. If you like, you may cut numbers from some old calendar-pad and paste these flat upon each section of your game-board.

To make a top for spinning, thrust a short stick through the hole of a button-mould so that it is firm. Twist the top of the stick between your thumb and forefinger and then let go. The top will spin and will finally drop with its point upon

The Jolly Game of Hundred

some one section of the game-board. This gives you your count in the play. Keep players' scores with paper and pencil after each play. The one to make the sum of One Hundred or over, *first*, wins.

If you wish, two tops may be spun at once, starting one immediately after the other. This makes a more rapid game and is more difficult.

HOW TO PLAY

Any number of persons may play. Count out for beginner and order of play.

Play in turn. Keep the score with paper and pencil. The first to make One Hundred or over wins.

When your top rests in the *centre* you score nothing.

For a short game, make the winning number smaller than one hundred. Good luck to you !

Spin, spin, Little Top !

Spin a number and then stop ;

Twirl and spin, and spin and twirl ;

Spin for every boy or girl—

Spin and spin and spin and SPIN—

Oh, I know you'll let *me* win !





